Jimmy Byrd

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Objective:

- Hard-working, self-driven computer science student seeking a software engineering/programming internship opportunity to foster self-growth and knowledge while contributing to a team environment.

Education:

- **University of Wisconsin – La Crosse:**
  - Senior in Bachelor of Science in Computer Science with emphasis on Computer Engineering
  - Expected Graduation Fall 2024
  - GPA: 3.13
- **Western Technical College:**
  - Associate Degree in Computer and Electrical Engineering Technology
  - GPA: 3.25

Relevant Coursework:

- Software design: I, II, III, Assembler and C programing, Data Structures and Algorithms, Computer Architecture, Network and Communications, Electronic Devices, Digital Electronic Concepts, DC/AC 1 and 2, Embedded Systems, Industrial Control Systems.

Technical Skills:

- Programming languages:
  - Python, Java, SQL, HTML, CSS, JavaScript, Swift 4, C, Assembly, C++, Lua, and Visual Basic.
- Software and Tools:
  - Terminal and command prompt, SSH and RSA security, SFTP, Virtual servers and cloud computing, Ubuntu Linux OS, Mac OS, windows OS, Windows Server OS, SQL and non-SQL databases, Git, Vs code, nano, Domain registration, API access, API testing, API development, Oauth flow integration

Personal Projects:

- Developing a personal portfolio website using HTML, CSS, JavaScript, and Python.
- Built Discord chat bots and automation for managing game servers via API access.
- Contributing to a potential DARPA technology project proposal for use in the military.
- Created an electronic checkerboard game implementing an opensource AI I found on GitHub using Arduino Uno and Raspberry Pi, featuring 3D modeling and printing. Utilized momentary pushbuttons, Neo pixels, an array of shift registers, and C programming to transmit input data from Arduino via USB to the Raspberry Pi programmed with python.
- Web Scraper to find deals on Steam Marketplace and store data in a database.

- Experimented with video game development using Unreal Engine, C++ programming, and Blender for 3D modeling.

Experience:

- Acedemic and personal development (2020-present)
- Founded and managed a gaming community that grew to over 12,000 members by renting and configuring over 30 game servers. (2018-2020)
- 5 years self-taught in computer programming, technology software, and tools (2018-present)

Military Experience:

- **United States Air Force Veteran: 2015-2017**
    - Early Honorable Discharge due to Medical Reasons
- Military leadership, decision making, and team development classes
- Air Force Basic Training: September 2015
- Aerospace Maintenance Apprentice 3 level: February 2016
- UH-60 Helicopter Journeyman 5 level: May 2017
- Participated in intramural sports teams such as flag football, ultimate Frisbee, and softball.
- Participated in several volunteer opportunities on Nellis Air Force base, Nevada and the local area of Las Vegas, Nevada.

Previous Work Experience:

- BI-LO Grocery store 2014-2015
    - Cashier and self-checkout associate
- Swafford farms 2012-2014
    - Assisted in planting, maintaining, and harvesting several vegetables on an industrial scale farm
    - Assisted in Caring for animals such as horses, cows, chickens, pigs