John Cox

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Education

University of Houston — Houston, TX
B.S in Computer Science, Minor in Mathematics — *Expected December 2024*

Houston Community College — Houston, TX
A.S in Computer Science — *May 2022*

Projects

Anonymus | *TypeScript, Node.js, React Native, MongoDB, TailwindCSS, Figma* — *February 2024 - Present*
- Instituted **React Native** to develop cross-platform application, utilizing **TypeScript**.
- Utilize **MongoDB** for scalable and robust backend infrastructure to have seamless growth.
- Designed **15+** mock ups efficiently using **Figma**, ensuring intuitive and visually appealing user interfaces.
- Incorporated an API utilizing **Node.js** and **Express** to bring functionality for the mobile application.

Fueltility | *TypeScript, Go, Supabase, React, TailwindCSS, Figma* — *January 2024 - April 2024*
- Formulated unit testing methods using **Go**, achieving success rates greater than **80%**.
- Crafted frontend interface with **TailwindCSS** and **React** for enhanced user experience.
- Established integration between backend and frontend by using a built **API** for ideal data management.
- Contributed to designing schema for **Supabase** database, ensuring data organization and system performance.

Umazing Amusement Park Website | *JavaScript, React, Node.js, MySQL, Azure, AWS* — *January 2023 - May 2023*
- Administered a **team of 4** to ensure a smooth transition in backend and frontend development.
- Created authentication and authorization features using **Node.js** and integrated it with a **MySQL** database.
- Designed and implemented a robust database schema using **MySQL** for efficient data storage and retrieval.
- Leveraged **Azure** and **Amazon Web Services** to deploy and manage the database and website.

Hekima RPG Discord Bot | *JavaScript, Sequelize ORM, Google Cloud Platform* — *August 2022 - January 2023*
- Pioneered and developed a **20+** command-based game for Discord members using **Discord's API.**
- Integrated a node package similar to **html5 canvas** to auto-update images for users.
- Managed over **300 member's** information using **Sequelize ORM** to store critical game information.
- Connected and hosted through **Google Cloud Platform Engine** to maintain the **98%** bots up-time.

Alone [2D Game] | *Python, Pygame* — *June 2022 - July 2022*
- Devised and created a wave-based game using the **Pygame** module.
- Applied usages of sprites to create animated imagery within the project.
- Performed trigonometric function to calculate various angles for the game mechanics.
- Originated an interactive game development using **Python**, encouraging player based objectives.

Leadership

CougarCS | *President* — *January 2022 - Present*
- Aided in bringing in nearly **$40,000** in corporate sponsorship and **$6,000** in member dues.
- Invested more than **$25,000** into member programs including the university's premier hackathon.
- Directed and coordinated a **team of 50**, ensuring effective collaboration across all operations.

CodeRED | *Logistics Executive* — *May 2023 - February 2024*
- Led a team of **12 members** to produce the **largest hackathon** at the University of Houston.
- Constructed all logistical requirements for over **350 participants**.
- Developed and allocated resources efficiently including budget, venue, prizes, and equipment.

CougarCS | *Events Chair, Web Dev Committee* — *August 2022 - December 2023*
- Produce nearly **2x** amount of professional and sociable events.
- Achieved a **297% increase** in event turnout rates from previous semesters.
- Reworked pages of the CougarCS client website from **JavaScript (React.js)** to **TypeScript (Next.js).**

Technical Skills

Languages: Python, JavaScript, C++ TypeScript, SQL, HTML, CSS, Java, Go
Libraries & Frameworks: Express, Next.js, TailwindCSS, Sequelize ORM, React, Open-CV
Developer Tools: Git, Supabase, Google Cloud Platform Compute Engine, Windows Subsystem Linux