

TYRONE W. GRIFFIN

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SUMMARY

I am a soon-to-graduate student pursuing a degree in Computer Science. I am seeking a position where I may use my formal education, creativity, enthusiasm and attention to detail. I want to learn how a company works, its structure, products and services, so that I can provide insights and analysis to business challenges and be a valuable asset to the organization.

If given this opportunity, my motivation, strong interpersonal skills, and attention to detail will allow me to make a positive contribution to my team and the organization.

EDUCATION

BA, Computer Science • The University of Georgia (Graduation: May 2021)

SKILLS

- Computer Learning
- Technical Expertise
- Computer Programming Projects
- Creativity

PERSONAL ACHIEVEMENTS & LEARNING

Computer Learning

- **Introduction to Digital Technology** – computer hardware
- **Introduction to computing and programming** – basic programming concepts in Java
- **Software development** – advanced concepts of object-oriented programming, such as **polymorphism** and introduction of GUIs
- **Discrete Math for Computer Science** – logic and numbers
- **Systems Programming**
- **Data Structures** – array lists and linked lists, array-based sorting algorithms in C++
- **Formal Language Theory/Computation Theory** – regular, context-free, decidable, and undecidable languages, Turing machines and automata, reducibility
- **Computer Networking** – the five layers of open systems interconnection: application (and presentation and session), transport, network, data link, and physical; client-server software
- **Computer Architecture and Organization** – protocols, assembly language MIPS, combinational and sequential logic, computer arithmetic, instruction sets
- **Web Programming** – web design in HTML, CSS, JavaScript, PHP, and MySQL
- **Cyber Security** (in-progress) – software, web, network security attacks and defenses, race conditions, cryptography
- **Software Engineering** (in-progress) – construction of an online bookstore in scrum teams using web, database, and Java and/or Python development
- **Database Management** (in-progress) – entity relationship models and more focus than web programming on creating and maintaining databases
- **Intro to Scientific Computing** (in-progress) – basic topics of scientific computing (binary-to-decimal conversion, representing scientific notation in binary), introduction to MATLAB programming language

Technical Experience

- Java
- C, C++
- Excel

- HTML
- CSS
- JavaScript
- PHP
- SQL
- R
- Python
- Maya
- MATLAB (in progress)

Computer Programming Projects

- Life: the task was to code the logic for the digital game: on a square grid, each space was either “alive” or “dead,” and the number of adjacent spaces that were alive or dead in a round determined the state of that space on the next round (the change in state was visually represented with an animation that I was instructed to make change frames every 100 milliseconds); the intended end result was for the grid to be mostly dead with several small patches of living spaces that might flash between the two states according to the game’s logic
- Blackjack: I was given multiple classes in which to code the logic for the card game; the hardest portion was writing the code that determined if an ace in the hand would be worth one point or eleven
- Minesweeper: all work used only the driver class, but it took my implementation of all methods; some methods called others to fulfill the necessary operations, particularly the method which checked whether or not adjacent grid spaces were valid (in bounds) and were a location of one of the game’s mines
- Band: this project was written as self-assigned code-writing practice; I created all classes and determined how each would interact with one another in either the driver class or in their implementations; the idea was to create a program that had the capability of digitally adding a student into a particular level of a band program and adding music for each level to play at a concert

Creativity

- Interests include creating digital art and composing music
 - Member, University of Georgia Symphonic Band, Spring 2017 - 2020
 - Wrote and conducted *Battlefield March*, a composition performed by the Hiram High School Wind Symphony, April 2015

WORK HISTORY

THE UNIVERSITY OF GEORGIA, ATHENS, GA 2019-2020 Community Services Assistant

- Customer service
- Administrative tasks
- Community resources
- Distributing mail
- Managing keys in accordance with university housing policy

VOLUNTEER HISTORY

PREMIER MARTIAL ARTS, POWDER SPRINGS, GA 2013 Karate Summer Camp Volunteer

- Assisted head instructor in self-defense technique demonstrations
- Roaming, one-on-one instruction
- Safety equipment distribution
- Weapons demonstrations
- Continued pursuit of personal martial arts goals