William Jijon

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EDUCATION

Farmingdale State College   Dec. 2026
Bachelor of Science in Computer Science, Minor in Business Management (GPA: 3.89/4.0)   *Farmingdale, NY*
Relevant Coursework: Object-Oriented Programming, Computer Architecture, Discrete Mathematics, Data Structures & Algorithms, Database Management

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML, CSS, SQL
Frameworks: React, Tailwind CSS
Technologies/Developer Tools: Git, Visual Studio Code, IntelliJ IDEA

EXPERIENCE

Tech Developer Intern   June 2025 – Present
Sponsors for Educational Opportunity   *Remote*
- Participating in 300+ hours of intensive training in computer science and software engineering, with a focus on data structures, algorithms, and full-stack web development.
- Developing software skills in SCRUM-like teams by building full-stack applications using Python (Flask), MySQL, HTML, JavaScript, CSS, and API integrations.
- Collaborating with peers on team-based projects while practicing Agile development workflows and using Git/GitHub for version control and code collaboration.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

SEO EDGE Participant   Jun. 2024 – Present
SEO Career   *New York, NY*
- Receive coaching and online instruction to achieve targeted interview, technical, and professional developmental goals
- Learn business fundamentals to compete successfully for internship opportunities
- Complete industry-specific training focused on developing technical skills, institutional knowledge, and attention to detail

PROJECTS

Juicy Bytes | *React, Tailwind CSS*   May 2025
- Designed and implemented a modern fruit information web app using **React** and **Vite**, enabling users to search, browse, and view detailed nutritional data for a variety of fruits
- Developed interactive UI components such as a searchable sidebar and dynamic nutrition calculator, leveraging **React hooks** and **state management** for responsive user experiences
- Integrated **Tailwind CSS** for rapid, consistent styling and responsive design across devices

24 Card Game | *Java, JavaFX*   February 2025
- Engineered an interactive **math-based card game** using **Java** and **JavaFX**, enabling users to solve arithmetic challenges with randomly drawn cards to reach a target value of 24.
- Integrated the **OpenAI API** to provide intelligent **hints**, enhancing user engagement by suggesting possible operations or number pairings.
- Implemented a structured **MVC design pattern** to separate game logic from UI components, ensuring maintainability and scalability for future enhancements.