Theodore Xenakis

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Ambitous computer science student seeking an internship to apply programming skills and gain hands-on experience in software development. Building my project portfolio by getting exposure with multiple programming languages and industry-relevant software.

EDUCATION

ARIZONA STATE UNIVERSITY Tempe, AZ
Bachelor of Science | **Computer Science** EXPECTED GRADUATION: MAY 2026

Coursework: Data Structures and Algorithms, Computer Organization and Assembly Language Programming, Logic in Computer Science, Game Design I, Object-Oriented Programming and Data Structures, Digital Design Fundamentals, Introduction to Programming Languages, Discrete Math Structures, Calculus for Engineers I, Calculus for Engineers II, Introduction to Engineering, Computing Ethics

In Progress: Introduction to Theoretical Computer Science, Information Assurance, Game Design II, Introduction to Software Engineering, Probability and Statistics for Engineers

GPA: 3.52

SKILLS

Technical Skills: C++, C#, Javascript, Java, Python, Unity 5, GameMaker, Prolog, Excel, HTML, CSS, Git

Soft Skills: Self-disciplined, problem-solver, strong communication and presentation skills, quick-learner, ambitious

PROJECTS

COMPUTING SINGLE-SOURCE SHORTEST PATHS | Data Structures and Algorithms (CSE 310)

- Developed a navigation system usign Dijkstra's shortest path algorithm in C++.
- Designed and implemented data structures including a min-heap, stack, graph algorithms, and utilities; represented graphs using adjacency lists.
- Implemented file-based graph reading, shortest path computations, and precise output handling, ensuring efficient memory management and error handling.

WEIGHTLIFTING EXERCISE LOGGER AND SOCIAL MEDIA WEBSITE | Personal Project

- Developed an exercise and weight logging program in C++ and expanded the project into a weightlifting social media website.
- Implemented data structures such as vectors, linked lists and an sql database for storing user information; organized website layout using HTML and website styling using tailwind CSS.
- Continuing to expand the project using machine-learning feedback on exercise selection, dietary changes and progressive overload to provide valuable trends to users.

2D AND 3D VIDEOGAME DEVELOPMENT | Personal Projects and Game Design I & II (CPI 111/211)

- Developed multiple videogames using Unity 5 and GameMaker both individually and in a team-setting.
- Built scripts for player-environment interaction, programmed AI navigation throughout multiple scenes, handled physics and particle systems and modeled assets for multiple game genres.
- Placed third in show for ASU's CPI 111 Individual Game Showcase.

EXPERIENCE

NICK THE GREEK | Restaurant Cashier **Livermore, CA**
June 2023-August 2023

- Developed communication skills and worked in a high-stress environment.
- Handled in-store, online and delivery service orders.
- Built customer service skills and meaningful relationships with customers, staff and management.

ELITE TAEKWONDO ACADEMY | Instructor & Coach **Livermore, CA**
March 2021-August 2022

- Developed youth and instructed students of various ages and skill levels by leading group classes.
- Coached students in preparation for regional competitions and led students in demonstrations at community events.
- Built meaningful connections with fellow members of the taekwondo studio over 13 years and developed relationships with parents, students and instructors