

Jerard Clarence Austin Jr.

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Summary

Hello, my name is Jerard Austin Jr. I'm an ambitious Computer Science student specializing in AI and Intelligent Systems, with hands-on experience developing web, desktop, and game applications using Java, Python, C++, and C# (Unity). I'm extremely excited to learn about leveraging Generative AI and Agentic Systems to create tools that enhance developer efficiency and apply them to actual projects. I am currently seeking a Summer 2026 Software Engineering or AI Internship to apply my fundamental coding skills and contribute to modern engineering practices with the help of AI. I also have intermediate experience in network defense.

Technical Skills

- Languages: Python, C++, JavaScript, C#, HTML, CSS, SQL
- Frameworks & Tools: Unity, Git/GitHub, JUnit, Linux, VS Code, Maven, FXML
- AI & Intelligent Systems: Prompt engineering, OpenAI API basics, data-driven logic design, automation scripting, cloud agents
- Concepts: Object-Oriented Programming, APIs, Database Design, Cybersecurity, Cloud Fundamentals, Data Structures & Algorithms, UI/UX Principles
- Certifications: CompTIA A+ Network Security Certification (2024)

Projects

- *Desktop Piano Playing Application:*
 - Developed an interactive music application using Java/FXML that displays real-time sheet music and notes for "play-along" practice for users.
 - Managed project dependencies and build lifecycle using Maven, ensuring modularity and clean integration of external MIDI libraries.
 - Utilized JSON files to load and serialize musical scores and user progress data, supporting dynamic content display and persistence.
- *Haunted Notes, 2D Unity Rhythm Game:*
 - Designed and developed Haunted Notes, a rhythm-based action game where enemy attacks and power-up spawns are precisely synchronized with unique song tracks.
 - Engineered core gameplay loop in Unity/C#, implementing complex hit-timing logic and special actions like a flashlight defense mechanism for defeating specific monster types.
 - Structured multi-stage levels using custom data files to dynamically integrate unique monster patterns and music files, emphasizing quick reactions and precise timing mechanics.

Education

- University of South Carolina - Columbia, SC
 - Bachelor of Science in Computer Science (Expected Dec 2026)

- Relevant Coursework: Data Structures, Algorithms, Web Development, Database Systems, Artificial Intelligence, Software Engineering
- Gardner-Webb University - Boiling Springs, NC
 - Transferred May 2024 | Computer Science Major
 - Presidential Scholarship Recipient | Dean's List | Student-Athlete (Track & Field)

Work Experience

- Cashier | Fresh Market - Columbia, SC (Feb 2025 - Present)
 - Delivered consistent customer satisfaction with professional communication and accuracy.
 - Handled digital payment systems and applied process discipline learned from programming projects.
- Clerk | Quik Trip - Anderson, SC (Oct 2021 - Jan 2025)
 - Maintained integrity in handling sensitive data—a skill directly transferable to secure coding practices.
 - Contributed to teamwork and process efficiency in a high-volume environment.

Leadership and Activities

- Student Scholar-Athlete, Track & Field, Gardner-Webb University
- Minorities in Computing, University of South Carolina