

# Patrick Haye Jr.

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## EDUCATION

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CUNY - Brooklyn College Brooklyn NY  
Bachelor of Science in Computer Science Expected Graduation: 06/2026  
CUNY- Kingsborough Community College Brooklyn NY  
Associate of Science in Computer Science Graduation: 01/2024

## RELEVANT COURSEWORK

- Data Structures
- Advanced Programming Techniques in C++
- Discrete Math
- Assembly Language
- Calculus 2
- Ethics in Computer Science

## AWARDS

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**NSLS Honors Society** **October 2021**  
Recognized for excellence and has developed skills to drive for your own success through college and careers.  
**Dean's List** **Fall 2021 and Spring 2022**

## WORK EXPERIENCE

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**CUNY Research Foundation** **Brooklyn, NY**  
Tech Support Intern November 2021 – Present

- Ensure PC's, Desktops, iPad's, Printers and Laptops are in their best condition Decreased amount of PC problems by 30%
- Troubleshoot and recognize problems with Printers, IPad's, PC's, Laptops and Desktops and can fix the issue
- Create spreadsheets with information regarding the Printers, Laptops, Monitors, Desktops, iPad's including their asset tag, brand, serial number, etc.
- Use a Ticketing System (NYCDOE SupportHub) to create tickets and keep track of all tickets made.
- Fix Laptops (Mac's, Chromebooks and Windows) replacing the parts with new or old parts that are both compatible and in good condition.

**The Home Depot** **Brooklyn, NY**  
Cashier November 2020 – August 2021

- Resolved customer complaints.
- Assisted customers in finding items.
- Counted out cash drawers.
- Opened and closed store
- Answered customers' questions.

**Modell's Sporting Goods** **Brooklyn, NY**  
Store Associate July 2019 – March 2020

- Great sales associate. Can get the job done on time and efficiently. Worked in both the sporting and footwear departments.
- Cleaned up both sections very well and is very-hard working.
- Works great with coworkers and is very diligent. Works well with communication with customers.

## PROJECT WORK

**Pong in Space** **Fall 2023**

Using the Unity Engine I created a game that recreates Pong with the background being space. The game can be against a CPU, local multiplayer, and online multiplayer against another person around the globe. Using AI scripts, Player scripts, 2d objects and loading scenes I was able to add music, AI for the CPU, the pong ball, and paddles for the players to control. Additionally, I was able to add the scores for the CPU and all the players.

## EXTRACURRICULURS

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Computer Science Club 2024 - Present