

# JINSON JIMMY

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## EDUCATION

### University of Maryland

B.S., Honors Computer Science – Machine Learning

College Park, MD

August 2023 - Anticipated May 2026

**Relevant Coursework:** Web Application Development with JavaScript, Algorithms, Introduction to Computer Systems, Discrete Structures, Object-Oriented Programming II, Organization of Programming Languages

## EXPERIENCE

### Software Team Member

University of Maryland: Terps Racing – Formula EV

College Park, MD

August 2023 – Present

- Produced the onboard dash for the Formula EV race car using a Raspberry Pi to relay tire temperature, battery temperature, speed, and time to the driver
- Modified current motor controls algorithm to implement a system that limits torque request based on battery temperature and energy state to improve overall performance on the race track
- Documented various issues and challenges to facilitate efficient problem-solving and preserve knowledge for the team

## PROJECTS

### Jesture | Python, OpenCV, MediaPipe, Gemini API, Raylib, Git

April 2025

- Built an interactive hand-gesture-based drawing game where users create art using only their hands and a webcam
- Leveraged MediaPipe and OpenCV to detect hand landmarks in real-time, enabling intuitive controls like drawing by making a fist
- Designed single-player and multiplayer game modes with real-time gesture input powered by a custom TensorFlow-trained model, AI-based drawing recognition, and competitive judging using Google Gemini
- Integrated Google's Gemini API to interpret user drawings and provide intelligent, real-time guesses during gameplay
- Won "Best Use of Gemini API" at Bitcamp 2025 and was invited to demo the project to engineers at Google DeepMind

### AI Counselor | Python, Flask, SQL, Ollama, Git

April 2024

- Developed a full-stack web application using Flask to help students easily navigate university course catalogs
- Implemented a natural language query interface that allows students to interact with the JSON file using natural language, which is then converted into SQL instructions
- Finished project within 36 hours for the BitCamp Hackathon
- Received honorary mention from event sponsors

### Spotted It! | Python, OpenCV

December 2023

- Wrote a script in Python that uses OpenCV's image processing to isolate shapes within each card and implemented contour approximation to play the board game "Spot It!"
- Achieved approximately 76% accuracy

### Magic Fighter | C#, Unity

June 2022

- Designed a video game using C# and Unity where the player must defeat hordes of enemies by typing the right combination of arrow keys
- Implemented a leveling system where the enemies become more difficult to defeat as the player progresses

## TECHNICAL SKILLS

**Certifications:** AWS Certified Cloud Practitioner

**Languages:** Python, C, C++, C#, Java, JavaScript, Go, Rust, MATLAB, SQL

**Developer Tools:** Linux, Git, AWS, Node.js, Express.js, IntelliJ, VS Code, Eclipse, PyCharm, Jupyter, Conda

**Libraries:** Pandas, NumPy, SciPy, Matplotlib, SciKit Learn, PyTorch, OpenCV

## AWARDS

National Merit Scholarship Finalist 2023 | AP Scholar with Distinction 2023 | DECA Internationals Finalist 2023