

# Logan Crisp

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## EDUCATION

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### North Carolina State University

Bachelor of Science in Computer Science, **GPA: 3.80/4.0**

Raleigh, NC

Aug. 2022 – May. 2026

## EXPERIENCE

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### Undergraduate Research - Independent Development

August 2024 – Present

North Carolina State University

Raleigh, NC

- Developing new functionality for an existing VSCode extension, AssemBliss, aimed at teaching ARMv8 assembly.
- Planning and implementing key features including multi-file handling, file I/O support, grading workflows for students and staff, an integrated debugger, and streamlined deployment using Docker.
- Contributing to a comprehensive software solution with a Python and TypeScript backend, and a TypeScript frontend, utilizing GitHub for version control.

### Information Technology Intern

December 2023 – January 2024

Dream Center Academy

Gastonia, NC

- Enhanced the academy's website by implementing necessary UX/UI updates to simplify site navigation.
- Migrated and formatted valuable donor data from spreadsheets to a centralized database, ensuring efficient access.
- Provided technical support for software and hardware issues, and developed a streamlined system for tracking inventory and technology devices, resulting in significant cost savings and time efficiency for the organization.

## PROJECTS

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### Workout Manager | Python, JavaScript, HTML/CSS, Flask, SQL, Git, React, VS Code

July 2024 – Present

- Engineering a full-stack web application for workout management to more efficiently track and visualize progress and planning.
- Implementing backend functionality with Flask and Python. Creating a responsive frontend using JavaScript, HTML/CSS, and React. Continuously seeking to improve visual design for improved usability.
- Currently learning to implement advanced data visualizations for users to view progress and machine learning to generate personalized workout templates based on user goals.

### Masked Assassin Game | GDScript, Godot Engine, Git

February 2024 – May 2024

- Developed a video game where players interact with NPCs using a dynamic dialogue system that adapts based on the game objective, to create a more immersive and strategic gameplay experience.
- Implemented game mechanics such as character movement, a dialogue system, win/lose conditions, and camera.
- Collaborated in a team environment, utilizing git for version control to efficiently manage code integration, track progress, and ensure seamless collaboration.

### Social Media Manager | Java, JUnit, Git, Eclipse, Jenkins

March 2024 – May 2024

- Designed and implemented a social media manager to track connections across multiple platforms, enabling efficient management and organization of user networks.
- Planned project by selecting efficient data structures and algorithms tailored to client requirements. Utilized UML diagrams and writing to plan out the implementation of the software.
- Ensured code quality through rigorous JUnit and Jenkins testing, achieving maximum coverage, validating functionality, and optimizing efficiency to support scalability with large datasets.

## TECHNICAL SKILLS

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**Languages:** Java, Python, C, JavaScript, HTML/CSS, R, GD Script, SQL, Typescript

**Frameworks/Libraries:** React, Flask, JUnit, SQLAlchemy, Node.js, Spring Boot, Maven, REST, Hibernate, Bootstrap

**Developer Tools:** Git, GitHub, VS Code, Jenkins, WordPress, Eclipse, Unix, Postman, Docker

## HONORS AND ACTIVITIES

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**Computer Science Ambassador:** Selectively chosen to represent and lead the Computer Science Department at academic, social, and networking events. Promoting leadership and communication skills.

**App Development Club:** Part of the iOS team at North Carolina State University's App Development Club, which focuses on teaching students how to develop apps for iOS and Android from scratch.