GRANT OXFORD

EDUCATION

Texas A&M University, College Station, TX — 2021–2025

- Graduated with **bachelor's degree** in computing from department of **computer science** & engineering.
- Received the most prestigious scholarship at the university by demonstrating high academic achievement and maintaining a **3.5 GPA all four years**.
- Studied **philosophy** as a concentration area (30 credits) alongside my computer science coursework.

WORK EXPERIENCE

Software Developer II @ Paycom — Summer 2024

- Engineered and implemented robust, scalable, and secure features to an enterprise web app, applying OOP and Clean Code principles.
- Contributed to all phases of the software development lifecycle (SDLC), from initial design and planning to deployment and maintenance.
- Worked with legacy code and integrated multiple languages, such as PHP, C#, and JavaScript.

Software Developer Intern @ Paycom — Summer 2024

- Engineered **automated regression testing (ART)** capabilities for an iOS app through native frameworks.
- **1 of only a few teams (out of 30+)** selected to present our work at an internal professor symposium.

Frontend Developer Intern @ Texas A&M — Summer 2023

- Wrote code to render animated math problems for an online textbook used by 100s of college students.

PROJECTS

Sports Betting Tracker – "Roster Royals" — Spring 2025

- Applied system design to create every aspect of a fully functioning, deployed web app with **CI/CD**.
- Built app in response to changing client feedback; **saved 100s of lines of spreadsheets** and 2+ hrs / week.

Augmented Reality Mobile Video Game — Fall 2024

- Developed an Android mobile app using Unity + Vuforia Framework; **1 of 2 teams selected out of 10** to present our work at the Texas A&M Fall Visualization Showcase.
- Implemented **object recognition**, geometry tracking, and GPS location systems.

3D Shadow and Lighting Rendering Engine — Spring 2023

- Utilized low-level graphics API (OpenGL) with C++ to **run code directly on the GPU**.
- Applied advanced mathematics (Linear Algebra) to compute light, color, and shadow values for each pixel.

TECHNICAL SKILLS

- Programming languages: C#, C/C++, Swift, Java, JS, Python, HTML, CSS, Assembly
- Frameworks & APIs: React, Node.js, OpenGL, UIKit, Selenium, Django, Vuforia
- Tools: GitHub, VSCode, XCode, Unity, AWS, Docker, Linux, Windows, iOS, Android