# Paul V. Ingram III

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## Education

**B.S. in Computer Science** Expected Graduation: Spring 2026

*University of California, Riverside*

- **Overall GPA:** 3.75 / 4.0
- **Coursework:** Artificial Intelligence, Machine Learning, Computer Security, Data Analysis

**A.S. in Computer Science, Mathematics, and Physics** June 2021 - June 2024

*Riverside Community College*

- **Overall GPA:** 3.92 / 4.0

## Projects

**Mancala AI** | *Python, ANSI escape codes* GitHub

- Terminal-based implementation of Mancala board game featuring a stylized **ANSI-rendered** board
- Developed AI opponent powered by a **minimax search** algorithm
- Optimized **game-tree search** using **alpha-beta pruning** to improve decision latency

**AI for Robotics Final Project** | *Python, ROS, RViz, Matplotlib* GitHub

- Robotics simulation implementing **autonomous path planning** and mapping in **ROS**
- Implemented **Dijkstra-based** path planning over **SLAM-generated** occupancy grids
- Integrated **RViz-based** waypoint selection for interactive path planning
- Evaluated empirical **runtime and space complexity** of multiple path planning algorithms

**Data Science Mini Project** | *Python, pandas, Matplotlib* GitHub

- An **exploratory data analysis** project examining relationships between variables using **survey data**
- Identified **statistically significant** relationships using **hypothesis testing** and **data visualization**

**8-Puzzle AI** | *Python, Matplotlib* GitHub

- Developed **A* search** algorithm to solve 8-puzzle problems of varying difficulty with **graph traversal**
- Evaluated heuristic functions by analyzing their impact on **runtime and space complexity**

## Experience

**Student Aide III** Sep. 2023 - July 2024

*Riverside City College*

- Created and improved **problem descriptions** and **test cases** for **C++** programming assignments, enhancing student understanding and assignment quality
- Assisted Computer Information Systems instructors, improving class operations and student learning outcomes
- Fostered an **inclusive learning environment** and **enhanced student engagement** by communicating effectively with students from entry level to advanced

## Extracurriculars

**President – ACM Student Chapter** Aug. 2022 - June 2024

*Riverside Community College*

- Led **competitive programming workshops** and coordinated technical programming events
- Conducted **outreach** by developing introductory competitive programming activities and delivering guest lectures to high school students
- Organized workshops, outreach events, and regular feedback meetings to improve engagement

**Competitive Programming Workshop Lead** Sep. 2023 - July 2024

*Computer Science Youth of America*

- Developed and delivered a global three-week series on **competitive programming** fundamentals in collaboration with a Tanzanian non-profit
- Created **Codeforces** exercises pertaining to lectures