Bryce Harvey

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Education

Bachelor of Science in Computer Science; GPA 3.66/4.0 May 2026
University of North Florida, Jacksonville, FL
Awards: Dean's List x3

Professional Summary

Aspiring computer scientist with deep curiosity for how systems work and a drive to push boundaries in AI, compiler design, and data engineering. Skilled in **Java**, **Python**, **Git**, and **ANTLR**, I've turned wild ideas into working systems—from **Raspberry Pi** builds to **language-level compilers**. I love exploring new concepts by bringing them to life through code—whether dissecting a system's internals or experimenting with emerging technologies. Known for blending analytical precision with creativity, I thrive on collaboration, innovation, and building solutions that make technology smarter, faster, and more human.

Technical Skills

- **Languages**: Python, Java, C, SQL, Assembly, enterprise COBOL
- **Certificates/Badges**: IBM ZXPLORE: Concepts, Advanced, All Star
- **Tools/Technologies**: VS Code, Eclipse, CLion, ANTLR, Git, GitHub, SSH, SMB, Docker, Azure, PyCharm
- **Other Skills**: Data Structures, Object-Oriented Programming, Databases, Compiler Design, Linux/Unix, z/OS

Technical Experience

AI Development Intern – Archetypals May 2025 – August 2025
AI Squared, Remote (mentored by Founder of AI Squared)

- Built a static pre-launch landing page using HTML, CSS, and JavaScript that enabled users to sign up for beta access via email, supporting early user engagement and project visibility.
- Contributed to an open-source large language model (LLM) project by enhancing user interface components with JavaScript and basic HTML/CSS to be presented to potential investors.
- Configured and deployed the application to Azure Web App Services using Azure CLI and custom build configurations, managing environment variables to securely connect OpenAI models to the web application.

Hacking 4 Intelligence Intern July 2023 - August 2023
AI Squared, Remote

- Applied Lean Launchpad methodologies to develop a theoretical product roadmap addressing real-world cybersecurity challenges identified by the National Security Agency (NSA).
- Conducted interviews with cybersecurity professionals to gather insights on critical pain points, operational needs, and desired outcomes.
- Delivered weekly progress presentations to peers and mentors, articulating project milestones and design decisions to gather feedback and refine the theoretical product concept.
- Gained foundational computer science knowledge through lectures and applied learning on core computing and security concepts.

Projects

Raspberry PI retro gaming console

- Configured RetroPie on Raspberry Pi 3B+ and modified GPIO shutdown script for safe power handling.
- Used **SSH** and **SMB** to remotely manage system files and emulator configurations from macOS.
- Cloned and applied custom UI themes via Git to personalize the emulator interface.

Compiler for language LITTLE

- Built a **multi-stage compiler** in Java using ANTLR to tokenize, parse, and generate intermediate code.
- Implemented constant folding and basic optimizations, managed symbol tables and scope tracking.
- Worked in a version-controlled team setting using Git to debug parser and code generation logic.
- Demonstrated proficiency in low-level programming and compiler architecture.

Ticket Merger

- Developed a program to match and merge support tickets based on unique IDs and data patterns.
- Used Java to handle file **input/output** and string manipulation logic.
- Demonstrated algorithmic thinking and data matching accuracy.

The Calculator

- Built a **graphical calculator** using **Java Swing** with event handling and real-time expression evaluation.
- Implemented file I/O functionality for saving and loading past calculations.
- Practiced modular design and GUI layout using JFrame.