

# Joseph Gilbert Kabesha

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## EDUCATION

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**James Madison University** – Harrisonburg, VA

**Bachelor of Science – Computer Science, expected in 12/2026**

**Blue Ridge Community College** – Weyers Cave, VA

**Associate of Science – Computer Science 2022- 2024**

## TECHNICAL SKILLS

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**Programming Languages:** C, Java, Python, JavaScript, HTML, CSS

**Spoken Languages:** English, French, Swahili, Kirundi, Kinyarwanda

**Frameworks & Tools:** React, Flask, Scikit-learn, Git, Linux/Unix

**Concepts:** Algorithms & Data Structures, Object-Oriented Programming, Assembly (Y86-64), Software Debugging & Testing

**Developer Tools:** Eclipse, Thonny, Excel, Agile, Git, VS Code, Terminal, RStudio, P5js, Note++

## PROJECTS

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### **Voice-Base Code Feed chatbot | React, Flask**

- Currently developing a chatbot that allows users to ask coding questions through voice input and receive spoken feedback, making programming help more accessible.
- Integrated speech-to-text functionality so the system could capture and accurately transcribe spoken programming questions.

### **Rotten Avocado| React, Flask**

- Built a review platform inspired by Rotten Tomatoes, where users could browse products, read reviews, and share their own feedback.
- Integrated an automated rating system that delivered clear product comparisons, improving the overall browsing experience.

### **Y86 Disassembler | C**

- Create a disassembler for the Y86 architecture (a teaching version of x86), converting low-level binary machine code back into human-readable assembly instructions.
- Added support to output both instructions and data segments, giving a full breakdown of how the program was structured.

### **Arena Game | JavaScript**

- Developed a 2D survival game featuring infinite waves of enemies with scaling difficulty.
- Implemented a wave scaling system that increased enemy health, damage, and spawn rates each round.
- Designed Enemy AI that follows and attacks the player, creating a challenging gameplay loop
- Integrated a progression mechanic where players unlock new weapons every three waves.

## VOLUNTEER EXPERIENCE

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### **Church World Service:**

- Helped newly arrived community members adjust by providing translation and language support.