

Logan Riley

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Applied Computing student with a Business Concentration and a strong foundation in software development, systems analysis, and information technology support. Proficient in Python, C++, and Java, with hands-on project experience and a proven ability to lead and collaborate. Seeking opportunities to apply technical knowledge and business skills in innovative environments.

Education

Bachelor of Science in Applied Computing, Business Concentration Charleston Southern University | Charleston, SC *Anticipated Graduation: May 2026*

Experience

IT & AV Technician | *GoodLife Communications August 2025 – Present* * Engineered and installed low-voltage cabling, enterprise audio-visual solutions, network infrastructure, and video surveillance systems to deliver seamless client experiences. * Diagnosed and resolved complex AV and IT network issues, minimizing downtime and optimizing overall system reliability. * Conducted routine preventative maintenance across diverse hardware systems, extending equipment lifespan and preventing future faults. * Authored comprehensive post-installation and technical support documentation to streamline troubleshooting and enhance customer satisfaction.

Shift Lead | *BucStop (Aramark), Charleston Southern University January 2023 – Present* * Orchestrated daily shift operations in a high-volume retail environment, demonstrating strong leadership and decision-making skills under pressure. * Mentored and trained incoming staff on food safety protocols, customer service excellence, and point-of-sale (POS) systems. * Managed inventory reconciliation, synchronized restocking procedures, and executed meticulous closing duties to ensure operational integrity.

Resident Assistant | *Charleston Southern University August 2022 – Present* * Cultivated a secure and engaging community environment by organizing impactful events and fostering meaningful peer relationships. * Served as a critical liaison between the student body and university administration, championing campus safety and student well-being. * Mediated conflicts and managed crisis situations with discretion, ensuring professional resolution and providing ongoing mentorship.

Technical & Professional Skills

- **Programming Languages:** Python, C++, Java
 - **IT Support & Systems:** Network configuration, AV installation, low-voltage cabling, access control systems, technical documentation, preventative maintenance, system analysis.
 - **Software Development:** Application development, object-oriented programming, debugging, testing.
 - **Tools & Platforms:** Visual Studio, NetBeans, GitHub
 - **Professional Skills:** Team leadership, cross-departmental collaboration, hardware troubleshooting, POS operations, time management, crisis management.
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Projects

- **Project Lexicon & Project Hedgehog (AI Trainers):** Assisted in training and optimizing artificial intelligence models, refining data inputs to improve system accuracy and output quality.
- **Project Public Space:** Collaborated on development and planning to improve accessible digital or physical community environments.
- **Gizmo Robotics Project:** Engineered a custom interactive robot using a Raspberry Pi 5 and MG90S servo motors. Developed a robust state management system (sleep/wake cycles) and integrated advanced natural language voice recognition with customized speech synthesis.
- **Interactive C++ & Java Software:** Developed interactive terminal-based games, including a C++ Battleship game featuring an AI opponent, a C++ Hangman game, and a team-built Java-based Connect Four application.