

COLIN BURGESS

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Recent graduate in computer science.
Experienced in various languages, focused largely in C#, C/C++, and Python.
Accomplished at building connections in team settings for improved information flow and production. Excellent communication skills combined with an analytical and attentive nature. Looking forward to problem solving plus developing scalable applications and software.

EDUCATION

MAY 2018

Associate of Psychology, MOBERLY AREA COMMUNITY COLLEGE, MISSOURI

DECEMBER 2020

Bachelor of Science: Computer Science, UNIVERSITY OF ALASKA ANCHORAGE, ALASKA

04/2015 – 08/2017

ELECTRONIC SALES ASSOCIATE, WALMART

- Pursued resolutions to achieve complete customer satisfaction, including tracking down hard-to-find merchandise at diverse locations.
- Offered each customer top-notch, personal service, and polite support to boost sales and customer satisfaction.
- Used consultative sales approach to understand customer needs and recommend relevant offerings.
- Provided accurate information about promotions, customer programs and products, helping drive high customer retention.
- Supported efficient and timely replenishment of sales floor merchandise.

SKILLS

- Unity Experience (Some Unreal Experience)
- Moderate Java Experience
- Python (Django)
- Efficient Problem-Solving
- Adaptable
- Excellent Communication
- Computer and Technology Knowledge
- Software development

ACTIVITIES

Throughout my post-secondary education, I worked on various projects using the Unity game engine and dabbled in the Unreal engine. I have finished and published a rendition of the Towers of Hanoi built in Unity. The game began as a school project which finalized after graduation. Now, in my down time I enjoy working on new projects to keep my coding abilities from getting rusty. On June 25th I began work on a two-week Game Jam and will have a finished product by July 10th, 2021.