

COLIN BURGESS

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Recent graduate in computer science.
Experienced in various languages, focused largely on 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

ASSOCIATES OF PSYCHOLOGY, MOBERLY AREA COMMUNITY COLLEGE

DECEMBER 2020

BACHELOR OF SCIENCE: COMPUTER SCIENCE, UNIVERSITY OF ALASKA ANCHORAGE

PROJECTS

TOWER OF HANOI REDUX

- While in my senior year of University, I enrolled in a computer graphics course which tasked me to create an application utilizing graphics. I eventually decided upon the traditional Tower of Hanoi game which I built in Unity. After the course had finished, I had a rudimentary version of the game and felt compelled to continue my work. I improved the aesthetic and functions of the game leading to what is currently displayed in my online portfolio. The game is still not as complete as I would like yet as it has been a solo project, I am quite happy! Tower of Hanoi Redux is available on the Google Play Store and is hosted on itch.io.

MY FIRST GAME JAM 2021

- In July of 2021, I was left with free time while job searching and noticed itch.io was hosting a beginner's game jam. I reached out to a friend to try our luck with a simple 2D platform. The experience helped me learn how to work within a team and lead as my friend had little experience with Unity. The game is not my best work however it was made in two weeks, forcing me out of my comfort zone. This game is hosted on itch.io and is also available in my online portfolio.

SKILLS

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

EXPERIENCE

10/2021 – PRESENT

JAVA FULL STACK DEVELOPER, TCS

- Hired on October 11th of 2021, I am currently being trained to be a java full stack engineer for TCS
- Training is set to be complete December 22nd at which date I will move on to work with a client

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 of the line 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

ACTIVITIES

Throughout my post-secondary education, I worked on projects using the Unity game engine and the Unreal engine. I enjoy spending time working in Unity and Unreal, and have recently begun working on projects with java again.