

Colin Sanders

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Education

University of Alabama, BS, Computer Science, Expected Graduation Date: May 2021

Currently studying Computer Science with a minor in Economics at the University of Alabama. On an accelerated track to graduate by 2021.

4.0 GPA – 72 Credit Hours

Honors College, Emerging Scholars Research Program

35/36 ACT, 1560/1600 SAT.

National Merit Finalist & Scholar 2018

Relevant Coursework: Software Engineering & Design, Discrete Mathematics, Data Structures and Algorithms, Probability & Statistics

Skills

Languages: Java, Angular, C#, C++, C, Python, HTML, JavaScript, SQL, Unity3D

Technical Skills: Agile Development, Full Stack Web-Applications, Databases, Debugging, Object-Oriented Analysis & Design, Game Development, Dotnet Core APIs, RESTful Applications.

Soft Skills: Critical Thinking, Problem Solving, Planning, Written and Verbal Communications

Experience

Software Development Intern / Co-Op, Part Time Remote

August 2019 – Present

- See entry below.

Software Development Intern

June 2019 – August 2019

Lockheed Martin, Fort Worth, TX.

- Worked on an internal Lockheed Martin **full-stack** data management and tracking application.
- The software assisted the F35 program by providing real-time data on factors that could potentially limit the production of the jet.
- The team uses Agile principles across one-week sprints and is recognized as one of the most productive development teams at Lockheed Martin.
- I worked on functionality across the **whole stack** of the **web-app**, which was built with an **Angular** frontend, **Dotnet Core API**, and **SQL** Server backend.
- One specific project I worked on was converting the stack for my team's application to a scaffold-like project that will be used by many development teams across LM.
- I also worked as the **Scrum Master** and lead developer for an intern side assignment, where I led a team of 6 developers to create a mapping and navigation app for Lockheed Martin facilities.
- I was offered a part-time, remote position throughout the school year as a developer on the same team.

Software Development Intern

June 2018 – August 2018

Lockheed Martin, Fort Worth, TX.

- Worked on software relating to and supporting the F35 Fighter Jet Program.
- I studied a variety of different enterprise development patterns used by LM.
- My main responsibility was extending the functionality of internal Lockheed Martin software by creating a **Java** backend web service and **JavaScript / HTML** frontend.
- The backend connected to ActiveMQ queues and Lockheed Martin data servers to manage and track data messages.
- I was offered a returning position for the Summer 2019.

Projects

Unnamed Hex Grid Strategy Game - <https://github.com/CCSanders/hex-game>

- In my free-time, I worked on a strategy video game that takes inspiration from the Civilization series.
- The goal of the game is to build cities on a randomly generated hexagonal grid terrain, and use those cities to research, build armies, amass culture, and more.
- The game was built in the Unity3D game engine and the code is written in C#.

Leadership & Activities

University of Alabama Emerging Scholars Research Program 2019 – 2020

University of Alabama ACM Chapter Member 2018 – 2020

University of Alabama Game Development Club Lead 2019 – 2020