

# Colin Sanders

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## Education

**University of Alabama, MS, Computer Science, August 2020 – May 2022**

**University of Alabama, BS, Computer Science, August 2018 – May 2021**

Currently studying Computer Science with a minor in Economics at the University of Alabama. On an accelerated track to graduate from undergraduate in 2021 and graduate with a Master's in Computer Science in 2022, simultaneously taking undergraduate and graduate level classes starting August 2020.

4.0 GPA – 112 Credit Hours

Honors College, Emerging Scholars Research Program

35/36 ACT, 1560/1600 SAT.

National Merit Finalist & Scholar 2018

**Relevant Coursework:** Data Structures and Algorithms, Software Engineering & Design, Discrete Mathematics, Probability & Statistics, Database Management Systems, Operating Systems, Microcomputers, Digital Logic

**Certifications:** AWS Certified Cloud Practitioner (June 2020 – June 2023)

**Awards:** 2020 Outstanding Senior Award - UA College of Engineering Computer Science

## Skills

**Languages:** Java, Angular, C#, C++, C, Python, HTML, JavaScript / TypeScript, SQL, .NET Core

**Tools:** Git, GitHub, GitLab, Version One, Microsoft SQL Server Management Studio, Visual Studio, Unity3D

**Technical Skills:** Agile Development, Cloud Development, Databases, CICD Pipelines, Object-Oriented Analysis & Design, API Development and RESTful Applications.

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

## Experience

**Software Development Intern Sr.**

June 2019 – August 2020

Lockheed Martin, Fort Worth, TX.

- Worked on an internally developed Lockheed Martin web application that provides situational awareness for all of Aeronautics production and support organizations.
- Worked as an **Agile developer** and successfully delivered capability to end-users on a weekly basis.
- Actively participated in **SAFe ceremonies** (Scrums, Spring Planning and Review, PI Planning). Contributed to O&M, enhancements, and team enablers for PI3 / PI4 2019 deliveries and PI2 / PI3 2020 deliveries.
- Took a leading role in CI/CD, Cloud Integrations, and Software Factory enablers that led to a **decrease in build and deployment time by over 50%**. Facilitated **knowledge transfer** with other teams across the organization to integrate the pipeline improvements into a variety of applications.
- Developed functionality across the **whole stack** of the **web-app**, which was built with an **Angular** frontend, **.NET Core API**, and **SQL Server** backend.
- Led a developer team of interns on a stretch assignment to create an indoor mapping and navigation application for Lockheed Martin Facilities. Team used similar Agile principles, and I acted as the product owner and Scrum Master.
- After end of internship, I was kept a part of the team and worked part-time remotely throughout the fall semester of 2019, and then began working again full-time in May 2020 with 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.

## 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 interact with game systems that include research, building armies, amassing culture, and more.
- To achieve these goals, I implemented complex graphic algorithms on a hexagonal grid, and practiced modelling, procedural mesh generation, systems design, and UI / UX.
- The game was built in the Unity3D game engine and the code is written in C#.

Other Game Development and Software Projects can be found in my portfolio: <https://ccsanders.github.io/>

## Leadership & Activities

### University of Alabama Emerging Scholars Research Program 2019 – 2020

- Working with faculty mentors at UA (Dr. Jeff Gray) to participate in research as an undergraduate. Currently in the planning process for research proposal, goal is to present research in Spring 2021.

### University of Alabama Game Development Club Lead and Unity Student Ambassador 2019 – 2021

- Enabling the game development scene at UA by working with a large game engine company (Unity) to obtain resources and help students accelerate their development careers. Designed and led numerous game development workshops including “Intro to Game Development with Unity” and “Intermediate Game Design with Unity” with help from Unity employees. A game jam was being planned as part of the Crimson Hacks hackathon but was cancelled due to COVID-19 complications.

### University of Alabama ACM Chapter Member 2018 – 2021

- Association for Computing Machinery, #1 Organization for CS students and primary CS extracurricular at UA. Participated in networking events, social events, and workshops.

### University of Alabama Upsilon Pi Epsilon Chapter Member 2020 – 2021

- Honors Society for the Computing and Information Disciplines

Taught computer skills (Email, Google, Microsoft Office) once a week to veterans at the Tuscaloosa VA through the AC210 Lab Course (Spring 2019)