# **GEORGE COLSON**

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## **EDUCATION**

**University of Cincinnati** 

BS Computer Science 2019

GPA: 2.4

**Dublin Coffman High School** 

High School Diploma 2014

GPA: 3.9

# **EMPLOYMENT**

## University of Cincinnati BCS - Frontend Developer COOP - Cincinnati, OH

Jan 2017 - Sep 2017

- Tasked with maintaining and updating the University's administrative website, Catalyst
- Learned and utilized advanced JavaScript frameworks and libraries
- Redesigned components of Catalyst to improve usability and overall look and feel
- Implemented ReactRouter to drastically reduce load times when switching between tabs
- Collaborated with a team of senior software developers, QA specialists, and other co-ops

## City of Dublin Pools - Lifeguard - Dublin, OH

May 2011 - Aug 2016

- Tasked with maintaining patron safety at any of the three pools owned by the City of Dublin
- Worked with a team of lifeguards to effectively ensure the pool was in working order
- Enforced rules set by the City of Dublin in the interest of safety
- Red Cross CPR/First Aid certified

## SKILLS

LANGUAGES: JavaScript, C++, Java, Matlab, Git, Bash

JAVASCRIPT: React, Node.js, Redux, Express, MongoDB, Angular

**OPERATING SYSTEMS:** Linux, Windows

# **PROJECTS**

### Diner Bingo

- RevolutionUC 2017
- Web app built with React and Node with Express
- Diner Bingo can be played at any restaurant, with bingo tiles like "dropped silverware" or "highchair"

## **Word Game**

- Kent Hack Enough 2016
- Web app built with Node, Express, React, and MongoDB
- We wanted to create a game that people could play together, by going to the same url. The idea was that you type in a password to access the game lobby, and at some point one person could hit 'start' and the game would update on all devices involved.

### Chopsticks for Pebble

- HackYSU 2016
- Pebble app made with Pebble.js
- We wanted users to be able to play Chopsticks together, but ended up with a server that could facilitate communication between two different Pebbles

## ChooseFood

- Kent Hack Enough 2015
- Angular, Node, and Express
- I learned a lot about routing during this project
- We ended up with a lot of code that could communicate with Google's places API, and the basic design of a frontend with proper routing