

Cameron Nagle

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🌐 /CamNagle24

DEV /cameron-nagle.dev

in /Cameron-Nagle01

SUMMARY

Visual design focused Student at the University of Minnesota - Twin Cities. I have loved learning about web design and all the fun things you can create for companies' visions. Seeking a collaborative UX/SD Internship.

EDUCATION

University of Minnesota, Twin Cities, MN

Expected Graduation May 2026

Bachelor of Computer Science, Minor in UX (User Experience)

GPA: 3.3

RELATED COURSEWORK

Algorithms & Data Structures, Program Design & Development, Interaction Design, and

PROGRAMS: Python, Java, C, C++, HTML, CSS, JavaScript, Figma, Github, VS Code, IntelliJ, Sharepoint

RELATED EXPERIENCE

STEM Summer Camp Instructor, Tech Tac Toe, Edina, MN

May 2024 - August 2024

- Lead instructor for a 4-5 day curriculum, teaching STEM principles to classes of up to 30 kids.
- Constructed activities around model rockets, drone racing, and Lego RC cars.
- Navigated 10 different schools throughout Minnesota for each week of the internship.

Production Assistant Intern, Imprint Engine, Brooklyn Center, MN

May 2023 - Present

- Shadowed how company data, APIs, and inventory create custom websites for brands in AWS
- Caught, sorted, and folded apparel off the rolling dryer with quality control at the top of mind
- Learned how to print and operate automatic presses for start-to-finish custom brand orders

Designed a Shopify Website for my Apparel Business, Maple Grove, MN

December 2021 - May 2023

- Planned out what the product pages, collections, and custom orders would look like
- Created user-centered applications for the web, desktop, and mobile devices
- Hand fulfilled 100 t-shirt orders with 12 screen printing screens, from my basement

LEADERSHIP, ACHIEVEMENTS, AND SERVICE

Member of The U of M ACM UNIX / Linux Environment Club with GitHub, Minneapolis, Minnesota

- Learned the basics of the shell, git commands, editing with Vim, and installation of Arch Linux.

CSE First-Year Mentor Connection at the University of Minnesota

- Mentored monthly one-on-one meetings first-year Computer Science & Engineering students
- Offered guidance on academic planning, university resources, and extracurricular opportunities.

Built a First Person View Drone

- Learned soldering, flight controllers, receivers, transmitters, and motors with 30 YouTube videos
- Achieved 20 flights by recharging lithium battery circuitry with a power supply
- Coded and configured the stack, camera, gyroscope stability, and headset with BetFlight FPV

3D Printed a Custom Fitted Shower Head

- At the UMN Anderson Design Labs learned how to use Prusa, and Meshmixer with 5 STL files

FEATURED PROJECTS

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HTML, CSS, and JavaScript: Developer Website, Range Slider, Character Counter

Python: Wordle, Contact Hash Table

C: Matrix Speedup, GDB Bomb, Bitwise Puzzle