CB

CAMERON BOURQUE

COMPUTER SCIENCE STUDENT AT TEXAS A&M UNIVERSITY

OBJECTIVE

To obtain a position in an organization that utilizes my Computer Science degree and experience.

SKILLS

Proficient Programming Languages:
Java, C/C++, C#, Python

Programming Languages:
MATLAB, LabView, XML, CMake, HTML, CSS, JavaScript, Excel, Scheme, Assembly, Bash, Docker, JSON, Git

Operating Systems:
Linux (Redhat 6 & 7), Unix

IDE's:
Netbeans, Eclipse, Visual Studio, JCreator, Notepad, Vim

Have covered Linked Lists, Queues, Stacks, Trees, Heaps, Sorts (Bubble to Quick) and Big-O in both College (C++ experience) and High School (Java experience)

Intermediate Fluency in French Language

Obtaining RPA Certification in UIPath and Automation Anywhere

Have training and experience with Jira and Agile

Have a Full Secret Clearance

VOLUNTEER/LEADERSHIP

YMSL: 4 years of service and over 80 hours of Community Service. Vice President for 2 years.

EXPERIENCE

SOFTWARE ENGINEER • L3 HARRIS TECHNOLOGIES • MAY 2019 – PRESENT

Software developer on an Agile Scrum Team within the Controller Products team. Built software with heavy reliance on computer networking skills. Used UDP and TCP to send and receive data from other hardware or programs.

Created an application in Java which converted free text into bytes to send out. At the same time I had a socket bound to receive incoming data and convert it into free text to display to a user.

Developed a program in Python which read in lines of text and processed them like scripts, put them in a queue, and executed each line in sequence. Was used for functional tests like comparing incoming data to a text file or running different bash commands.

Deployed different programs using jar files for java projects and tar files for moving binaries for other program languages.

EDUCATION

MAJOR: COMPUTER SCIENCE, MINOR: CYBERSECURITY • GRADUATION DATE: DECEMBER 2021 • TEXAS A&M UNIVERSITY AT COLLEGE STATION

GPA: 3.8, National Society of Collegiate Scholars (NSCS) Fall 2018 to present
College Classes: Data Structures & Algorithms, Computer Organization, Programming Languages, Linear Algebra, Vector Calculus, Discrete Mathematics
High School: Introduction, Data Structures & Algorithms, Multithreading, GUIs
Projects:
- Screen Saver bouncing a circle around a screen, leaving a trail. This trail is stored in a queue where the front of the queue is popped to clean up the end of the trail and the back of the queue pushes the new position of the circle to draw.
- Guitar GUI allowing a user to create notes and chords and "strum" them like a guitar. Also allows saving of sequences which can be played back a given tempo.
- Multithreaded Animation Project illustrating UFOs chasing a spaceship through a meteor shower.
- Using Lego Mindstorms, engineered a marble sorter and a barcode scanner to sort and dispense a specific combination of marbles. Received 2nd place at the A&M Galveston Spring 2018 Marble Sorting Competition.
- Adapted the board game "Catan" to a digital application in Java. Allows users more color and quantity of player options. Sorts the players' turn positions based on dice numbers rolled. Has many different menus to go through which are navigated using custom-made buttons. Draws out the tiles in a tree structure.
- Developed small programs for representing graph structures (and finding the Euler path), storing data in skip lists, heaps and trees, and sorting data with different sorting algorithms (E.g. Radix sort, or Heap sort).


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