

# Camron Wilson

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## EDUCATION

University of Utah | Bachelor of Science in Computer Science

Expected May 2024

## SKILLS

**Languages:** Python, SQL/MySQL, C++, C#, C, Java, Rust, HTML5, CSS3, JavaScript

**Frameworks:** React.js, Vue.js, Node.js, Spring.js, jQuery, .NET, ASP, Git, RESTful APIs, Junit

**Tools:** Unix, DOMO, Django, FastAPI, OAuth, Qt, Docker, AWS, Xcode, Excel, Photoshop, Illustrator, Figma

## EXPERIENCE

Teaching Assistant | Computer Systems & Introduction to Computer Science

Aug. 2022 – Present

University of Utah | Salt Lake City, Utah

- Facilitated student learning through discussion sessions, holding office hours, and answering questions via email and Piazza to prepare students for success in their current and future computer science courses.
- Provided feedback and guidance on assignments, fostering problem-solving skills and programming proficiency for students pursuing computer science degrees.
- Graded Intro student assignments to help develop a solid foundation of the fundamental Computer Science concepts and code of conduct, including naming conventions, coding styles, commenting and documentation, and more.
- Graded Computer Systems student assignments, including heavy use of the C programming, Unix, command-line tools, and x86-64 architecture, ensuring compliance with the C11 standard.
- Guided students in applying operating-system concepts, including processes, threads, signals, virtual memory, and I/O for building concurrent, communicating applications.

## NOTABLE WORK AND PROJECTS

Holey Shoot | C#, Unity, Illustrator, Xcode, Git (GitHub)

Mar. - Dec. 2023

Independently published mobile game on the App Store

- Independently conceived, designed, and implemented Holey Shoot, demonstrating proficiency in full-stack development.
- Owned the entire project life cycle from conceptualization to deployment as the sole developer, designer, and publisher.
- Designed engaging game mechanics for a compelling user experience, encouraging prolonged engagement.
- Demonstrated technical expertise in C#, Unity, and Illustrator for game logic, development, and UI, respectively.
- Implemented version control for codebase management, ensuring game stability through regular updates and maintenance.

Paddle Traffic | Django with MySQL, Vue.js, AWS, Git (GitLab)

Sept. 2023 - May 2024

Web application for finding open Pickleball courts

- Collaborated on PaddleTraffic.net, a software platform that empowers Pickleball players to quickly locate and assess court availability in their vicinity through real-time data, historical trends, and crowd-sourced information.
- Led UI design and page flow, ensuring an appealing look and smooth UX for an enhanced user experience.
- Designed an interface for historical data collection and optimizing methods to enhance accuracy.
- Enhanced the user interface by incorporating busy-times forecasting from historical data, for a more informed user experience.
- Conducted scalability tests on forecasting algorithms to ensure efficient performance.
- Reviewed and optimized data storage solutions for improved efficiency and responsiveness.
- Facilitated deployment through AWS to ensure smooth serving of the application to clients.