

# Colin Lawrence

## Full-Stack Software Engineer

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### Profile

Versatile full-stack developer with a strong foundation in both software development and networking. Known for building scalable, user-friendly applications and continuously expanding technical skills in dynamic, fast-paced environments. Passionate about solving real-world problems through clean code, thoughtful design, and collaboration.

### Projects

#### **Bestpresso Coffee**

*Flask React PostgreSQL Psycpg2 JWT Framer-Motion*

- Developed a full-stack e-commerce platform enabling users to browse, purchase, and rate premium coffee blends with a PostgreSQL-backed catalog.
- Implemented paginated product browsing using Psycpg2 and raw SQL queries.
- Facilitated secure user authentication and session management with JWT-protected RESTful APIs, storing user data in PostgreSQL.
- Integrated a product rating system that calculates and displays average ratings from all users across all products.
- Designed cart functionality to track user selections and update inventory dynamically, streamlining the checkout process.
- Enhanced user experience with Framer-Motion animations for smooth transitions in product displays, page navigation and navigation bar.

#### **HOLD or FOLD**

*Node.js Express MongoDB Chart.js Axios bcrypt node-cron*

- Designed a full-stack PvP crypto betting web app enabling users to wager tokens on cryptocurrency price movements over set timeframes.
- Integrated CoinGecko API with cron jobs to fetch and store real-time crypto prices, ensuring accurate bet outcomes.
- Implemented a dynamic user dashboard with Chart.js to display real time and historical data of user selected coins
- Engineered secure token-based wagering system with retry logic for API calls, enhancing reliability and user experience.
- Developed backend with Node.js/Express and MongoDB, implementing user authentication, session management, and bet resolution logic.

#### **Resumania**

*JavaScript HTML CSS*

- Developed an interactive, single-player web-based game where players navigate a resume through job application hazards (e.g., ATS bots, spam filters) to reach the "hired" stage across 10 levels.
- Designed a dynamic 7x100 grid game board implementing real-time hazard scrolling, player movement, and collision detection.
- Engineered game mechanics including spawn rates, hazard movement patterns, and win/lose conditions, with animations for game-over and victory states.

#### **Game Development Prototypes**

*GameMaker Studio 2 (GML) Unity (C#)*

- Prototyped a variety of 2D and 3D game concepts in GameMaker Studio 2 and Unity.
- Collaborated via GitHub and served as repository manager in charge of pull request reviews and Kanban task management.

#### **GreaseBot**

*RuneScape RobotJS*

- Developed a custom automation bot using RobotJS to simulate human behavior within RuneScape, automating gameplay and resource management across multiple accounts.
- Implemented randomized input intervals and a dynamic pathfinding system with built-in variability and error margins to avoid repetitive movements and static behaviors to reduce bot detectability, mimicking natural user behavior.
- Created an inter-account resource transfer system, coordinating in-game materials and currency in an efficient, automated pipeline.
- Collaborated via GitHub and engaged in writing clean and conflict free code to the standards provided by the team.

### Professional Experience

#### **Technical Coordinator**

*Reliable Corporation*

02/2022 – 01/2025  
North York, Canada

- Planned, designed, and implemented a custom NetSuite-based workflow to replace the company's paper system, enabling real-time tracking of orders and repairs, streamlining cross-departmental communication.
- Developed visual scripts using NetSuite's SuiteScript to customize enterprise software, enhancing data processing and user interaction for internal stakeholders.
- Conducted in-house electronic repairs and on-site servicing, consistently delivering high-quality technical support and maintaining strong customer satisfaction through efficient troubleshooting and clear, professional communication.

### Education

#### **Full-Stack Software Engineering Bootcamp**

*General Assembly*

04/2025

#### **Computer Systems Technician**

*Durham College*

2019 – 2022

#### **Bachelor of Information Technology**

*Carleton University (Incomplete)*

2014 – 2017