**Colton Townsend**

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**SUMMARY**

Software engineer with experience in machine learning, computer programming, and cloud architecture. Proficient in various programming languages including C-based languages, Python, and HTML. Experienced with network configuration and troubleshooting in various environments related to Cisco IOS and Linux. Notable achievements include creating a RESTful API to connect ground stations and satellites with clients and setting up backend resources for a remote game development team. Renowned for diverse capabilities with a proven agility for multinational teams and assignments.

**WORK EXPERIENCE**

**Defend Nature Interactive Remote**

*Intern 11/2022*

* Created resources for a remote development team using Amazon Web Services. Specifically, RDS roles and permissions through identity-based policies and helped prepare cloud architecture resources to be deployed through Amazon’s DNS Service.
* Collaborated with marketers and other engineers to improve my understanding of marketing tactics and revenue growth strategies. Especially involved with the RevOps team to help explore the potential of machine learning for analyzing user activity and exploring potential marketing techniques.
* Demonstrated potential architectures for fetching, exporting, and parsing analytics data to a centralized container to enable machine learning operations with Microsoft Azure.

**EDUCATION**

**University of Texas at Dallas** **Dallas, TX**

*Software Engineer/Bachelor 08/2019-5/2023*

* Academic Excellence Scholarship
* Courses focused on software engineering concepts, networking concepts, and machine learning.
* Worked with a small group of other students to produce a RESTful API capable of ground station & satellite communication for Communications & Power Industries LLC.

**SKILLS & INTERESTS**

**Coding Languages:** C-Based Languages, Java, JavaScript, Python, R, HTML, CSS

**Other:** Microsoft Office Proficiency, Presentation/Slideshow skills, limited video editing skills, limited photoshop editing skills, limited Godot & Unity engine proficiency