DUNCAN BRITT

Boulder, CO

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SUMMARY

Computer Science student. Open to all opportunities. Website: duncanbritt.com

EDUCATION

University of Colorado, Boulder **B.S.**, Computer Science

Expected Graduation: May 2025 Boulder, CO

Arapahoe Community College A.S., Computer Science, Summa Cum Laude Graduated May 2023 Littleton, CO

TECHNICAL STRENGTHS

Programming Languages Proficient in C++, C, JavaScript, Ruby

Familiar with Scala, Python, Go, Common Lisp, OCaml, and MIPS Assembly Language

Markup Languages HTML/CSS

Protocols & APIs HTTP, The Document Object Model

Databases PostgreSQL

Tools Git, Emacs, familiar with Docker

EXPERIENCE

Software Developer

Genetic Logic Lab at CU Boulder

May 2023 - Present

Boulder, CO

- · The research in the lab focuses on the interdisciplinary synthetic biology work in the overlap between electrical engineering, mathematical modeling, and genetic biology. Working on the creation of genetic design automation programs similar to electronic design automation programs for circuit designs.
- · Design, develop and modify software systems.
- · Collaborate with others to determine design specifications or details.

Parrent Technology Solutions

April 2023 - May 2023

Denver, CO

· Taught a 6-week coding class to children aged 8-11 at Sherrelwood Elementary School.

- · Instructed students individually and in groups, using teaching methods such as lectures, discussions, and demonstrations.
- · Established and enforced rules for behavior and procedures for maintaining order among the students.

ACC Robotics Team

Lead Programmer

Coding Instructor

October 2022 - May 2023

Littleton, CO

- · Funded by NASA's Colorado Space Grants Consortium, built an autonomous mobile robot.
- · Wrote, analyzed, reviewed, and rewrote programs, applying knowledge of computer capabilities and robotics.
- · Assigned, coordinated, and reviewed work and activities of programming personnel.
- · Trained subordinates in programming.

Arapahoe Community College

Computer Science, Math & Physics Tutor

August 2022 - Present *Littleton, CO*

- · Provided instruction to individual students to improve academic performance.
- · Reviewed class material with students by discussing text, worked solutions to problems, and reviewed assignments.

Third & James Recording Studios

November 2018 - September 2021

Audio Engineer

Denver, CO

- · Recorded music and speech on recording media, using recording equipment.
- · Conferred with producers, performers, and others to determine and achieve the desired sound for a production.
- · Identified equipment problems and adapted to them during recording sessions.
- · Trained interns in Audio Engineering.

PROJECTS

SeqImprove - Genetic Logic Lab at CU Boulder

Ongoing

Developer

Boulder, CO

- · Application for annotating and curating genetic circuits. Delivered a talk about my work on this project at the 15th annual International Workshop on Biodesign Automation, held at Boston University in September 2023.
- https://seqimprove.synbiohub.org/

Software Generated Word Ladder Puzzles, Web App

January 2022

Developer

Littleton, CO

· Implemented the full stack including the generation of puzzles, account creation, deletion, login/logout, public leader-board, and account history. Used PostgreSQL. https://bit.ly/3nFnr39

Templating Language for Frontend Web Development

January 2022

Developer

Littleton, CO

· Designed the language, implemented the compiler, (lexer, parser, code-generator), and API using JavaScript. Created the documentation website using the language. https://bit.ly/3tGgjYl

Path Planning Tutorials

March 2023

Developer

Littleton, CO

- · Demonstrations of RRT and A* path planning algorithms embedded in my blog.
- · https://duncanbritt.com/blog/path-finding-with-rrt/path-finding-rrt
- · https://duncanbritt.com/blog/path-finding/path-finding

School Assignment Tracker

July 2022

Developer

Littleton, CO

· To-do list application with query language interface. Written in C++. https://bit.ly/3NHiTVY

Tic-Tac-Toe

Algorithms

September 2021

Developer

Littleton, CO

- · Developed using the Ruby programming language. Game includes helper tool that recommends moves.
- https://github.com/Duncan-Britt/Tic-Tac-Toe#readme

Developer

Boulder, CO

Ongoing

· Implementations of the algorithms from my university course in Fall 2023.

· https://github.com/Duncan-Britt/algorithms#readme