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Collin Geddes

SUMMARY

Ready to learn college student currently attending the University of Central Oklahoma. Graduated from the Francis Tuttle Computer Science Academy. Has experience in the STEM field and has an aptitude for computer sciences. Science minded and knowledgeable. Problem solver and quick thinker. Believes in servant leadership and is a strong team member.

CONTACT

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HOBBIES

Robotics
Aerial Photography
3D Printing
3D design and animation
Videogame design
Entrepreneurship
Web design

EDUCATION

Currently a sophomore at the University of Central Oklahoma
Major: Computer Science

Member of Dean's Honor Roll

GPA: 3.7

Graduating 2025

Francis Tuttle Computer Science Academy Oklahoma City, OK

- Cybersecurity
- Unity Game Design in C#
- Java and Python programming
- AP Physics 1 and 2

Homeschool/Epic Charter School

High School Diploma. GPA: 4.1

Engineering And Computer Sciences

Robotics

- Participated in different forms of robotics since 7th grade including, 2 seasons of First Lego League, 1 season of BEST robotics, and 3 seasons of First Robotics Competition
- Lead Programmer on First Robotics team 2395 Ninja Munkees for 3 years
- Has experience in mechanical, electrical, and programming in C++
- Practiced in soldering, cable management, and cable repair

Trail Life USA And Boy Scouts of America

- BSA for 8 years
- Trail Life USA for 4 years
- Character and leadership building

SERVICE

American Foundation for Suicide Prevention volunteer

Volunteer for TalksSavesLives

Participated in various service projects through Trail Life USA

Volunteer camera operator at North Church OKC since 2022

PROJECTS

Research for Dr. Hong Sung at the University of Central Oklahoma. My partner and I explored VR game design through Unreal Engine. We found that there was no locally hosted VR multiplayer game on the market. So, we made one.

Software Engineering I final project. My team of 4 wrote a volunteer event management system. It was made using a REACT front-end, a C# .NET CORE 6.0 backend, and a MySQL database. It featured a notification system, automatic reminders, automated event suggestions, and much more. I wrote the backend and database.

Paycom Overall Health Check System. My team developed an interactive web app that scheduled, ran, logged, and graphically displayed the results of system tests. I primarily worked on the backend, notification system, and database of the system.

Paycom XML Configuration Writer. Our team architected and developed a web app that allowed users to generate complex XML configuration files using a simple drag n' drop style UI. We used React TS and C# .NET 6.0.

NOTABLE SKILLS

- C# .NET
- Creating and using Rest APIs
- HTML/CSS
- LDAP systems
- PHP
- React with TS
- MySQL
- Java

WORK EXPERIENCE

Paycom Software Developer Intern

Oklahoma City, OK Paycom HQ May 2023 to Current

- Currently gaining experience writing React, PHP, and C# in a professional environment.
- MVP of 2023 summer internship.

Coding Instructor and Tech Lead

Edmond OK, iCode Edmond August 2022 to May 2023

- Instructed over 40 K-12 students total
- Taught 5 semester-long programming and game design classes
- Led team of 3 in maintaining and improving all tech on campus

Paycom Software Developer Intern

Oklahoma City, OK Paycom HQ May 2022 to August 2022

Experienced working in a professional software development environment over the summer. Worked with a full-time mentor and a team of 5 interns to build an interactive system health check application.

Chick-fil-a Delivery Driver

Edmond OK, Chick-fil-a 2nd St. Location October 2021 to April 2022

Hardware Sales Associate and Cashier

Edmond OK, Westlake Ace Hardware June 2020 to November 2021

Certified Lifeguard

Edmond OK, NW Pool Management/ May 2018 to Aug 2019

