

Colter Boudinot

Programmer, Technical Writer, Problem Solver

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EXPERIENCE

Amazon | Software Engineer

May 2022-Present

- Developed and automated a step function that merged the latest versions of data files together and pushed to production if the existing production data was stale. Utilized Batch Jobs, Lambdas and S3 Buckets
- Unblocked many pipelines when there were version conflicts in order to maintain good pipeline health
- Created charts that would always show the most recent statistics, statuses, and alarm thresholds of various pipelines.

Create and Learn | Virtual Coding Instructor

May 2020-Oct 2021

- Oversaw classes of up to 9 students, ensuring no one was left behind
- Taught beginner through advanced concepts in Python in 618 one-hour sessions, Java in 69 sessions, and Unity in 70 sessions
- Helped debug students' code
- Constructed an Honors class to introduce algorithms, data structures, and competitive programming to kids, taught in over 25 sessions

PROJECTS

3D Game that Teaches Regex | C#, Unity, Python

- Player collects symbols that can be used in regex patterns to target nearby objects with a name matching the pattern
- Over 30 levels of data stored in JSON format for ease of parsing.
- Wrote a Python script to automatically generate solvable levels
- Released and marketed after 4 months of development, leading to over 50 purchases and 3,200 times played in the browser

Maze Creation Animator | Python, Pillow

- Creates a Perfect Maze using Depth First Search that only has one path to each spot
- Farthest point from start found using Breadth First Search and marked as the ending point of the maze
- Creates a Gif showing the process of the maze being generated

Logic Puzzle Solver/ Scraper | Python, Selenium, Beautiful Soup

- Scrapes a Sudoku-like puzzle from the internet and solves it. Verifies calculated solution by scraping answer
- Scraped 20 inputs to use as test cases for contestant code in UofSC Coding Contest

Code on Your Phone | Typescript, Ionic

- Colorful interface with buttons that generate common code snippets
- Generated code is runnable on device

SKILLS

Programming

- Data Structures and Algorithms
- Python (3+ years) - STL, Collections, Solving algorithmic problems
- C# (5+ years) - Game programming in Unity and Monogame
- Java (4+ years) - Generic Programming
- Basic - SQL, HTML, CSS, JavaScript

Tools/Others

- Scripting (Bash, Python), git, CI/CD, Linux/Unix, Windows, Windows Subsystem for Linux
- \LaTeX , Visual Studio Code, IntelliJ IDEA, Visual Studio, Word, PowerPoint, Excel, Unity, GIMP
- Python modules including numpy, pandas, z3, itertools, re, collections, string, selenium, pandas, beautifulsoup

EDUCATION

University of South Carolina | Bachelors in Computer Science

2018-2021

GPA 3.68

Courses - Vector Calculus, Statistics, Mobile App Development, Data Structures, Algorithm Design, Digital Logic Design, Operating Systems, Computer Networks

AWARDS

Google Kickstart | Top 10%

2021-2022

3 hour coding contest. Participated in all 8 independent rounds each year since 2021. Ranked as high as top 10%

OTHERS

Game Development Club | Founder/President

2019-2021

Founded the Game Development Club at UofSC so that people could show their creations to others and get feedback.

Coding Problem Writer | UofSC Coding Contest

2019-Present

Crafted clear and concise problem statements. Generated automated test cases and provided multiple solutions in various languages.