QUENITN LAMBKIN

Software Engineer

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EDUCATION

B.C.S.

Computer Science

University of Windsor

December 2021

Windsor, ON

RELAVANT COURSES

❖ Data Structures & Algorithms
❖ Database Management Systems
❖ Software Analysis
❖ Web Information Systems

LANGUAGES

Fluent:

❖ Java
❖ C++
❖ C
❖ Python
❖ C#

Experience With:

❖ Javascript
❖ SQL
❖ HTML/CSS
❖ PHP
❖ React

PERSONAL SKILLS

❖ Meticulous ❖ Team Oriented
❖ Dedicated   ❖ Analytical
❖ Reliable   ❖ Inquisitive

CAREER OBJECTIVE

Avid problem solver and strong communicator eager to utilize broad educational background along with strong communication, analytical and programming skills. Motivated to advance and expand skill set through targeted mentorship and challenging projects.

PERSONAL PROJECTS

Python Pathfinder
❖ Path finding algorithm designed to find the shortest path between a designated start and end point
❖ Uses A* search to dictate which routes to traverse
❖ Built through python

Connect 4 AI
❖ AI created to play a perfect game of Connect 4 against any scenario
❖ Uses Mini-Max algorithm along with alpha-beta pruning to aid in informing the AI as to where to move
❖ Implemented with Python

Destination App
❖ Destination planner app which displays lists of destinations the user wishes to travel to
❖ Learned and implemented the use of react router
❖ Built using REACT, JavaScript, JSON, HTML, CSS and Firebase

Endless Runner App
❖ Endless procedurally generated game where the object is to avoid obstacles for as long as possible
❖ Created through Unity using c#