# **CAMERON RICE**

Corvallis, OR 97333 (Open to Remote)

Phone Number: (503) 277-9403 GitHub:github.com/Rice-Cameron
Email: cameron5237@gmail.com LinkedIn Profile:www.linkedin.com/in/cameron-rice-03b257249/

# **WORK EXPERIENCE**

# **Zeek Interactive Inc. -** Software Engineering Intern (Summer 2024)

Jun 2024 - Sept 2024

- Developed applications using Laravel and FilamentPHP.
- Proficiency in FilamentPHP, delivering dynamic and scalable applications.
- Collaborated with teams to create high-quality software solutions.
- Enhanced workplace communication, teamwork, problem-solving, and time management skills.
- Contributed to applications critical for client business operations.

# **Zeek Interactive Inc. -** QA Support and Software Engineering Intern (Summer 2023)

Jun 2023 - Sept 2023

- Created API endpoints
- Developed applications in the Laravel PHP framework
- Verified pages for cross-browser compatibility and responsiveness
- Ensured the quality of new features

# **PROJECTS**

# Work Projects - Internal Dashboard & EHR Software

- Worked on developing new panels of an internal dashboard used amonst all employees of a company
- Create an entire prototype EHR application for a large medical technology company

# Personal Blog - React/NextJS App

Create my own personal blog site to host information about me personally and professionally, along with showcasing other projects I have done.

#### **EDUCATION**

Oregon State University - Bachelors of Science, Computer Science, GPA: 3.88

2021 - Present

Concentration: Web and Mobile Application Development

### **Relevant Courses:**

Web Development, Mobile App Development, Cloud App Development, Parallel Programing, Software Engineering I/II, Data Structures, Analysis of Algorithms

#### **SKILLS**

# Languages

- PHP
- JavaScript
- Pvthon
- C/C++
- Kotlin

#### **Tools & Frameworks**

- Laravel
- FilamentPHP
- · Git & GitHub
- MySQL & MongoDB
- OpenGL

#### Soft Skills

- Communication
- Problem-Solving
- Time Management
- Strong Work Ethic
- Critical Thinking