River Bumpas
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EDUCATION

University of Vermont, Burlington, VT, Expected Graduation 2026

- *BS in Computer Science, Minor in Pure Mathematics*
- *GPA:* 3.98
- *Awards:* Dean's List 4 Semesters, 3rd Place in Computer Science Fair 2023
- *Activities and Societies:* Member of Pi Kappa Phi

SKILLS

- *Computer Languages:* Python, Java, C++, MATLAB, PHP, HTML, CSS, SQLite, SQL, JavaScript
- *Tools:* Git, Flask
- *Relevant Courses:* Data Structures & Algorithms, Algorithm Design & Analysis, Website Development, Advanced Programming, Data Privacy, Database Systems

EXPERIENCE

Undergraduate Teaching Assistant, University of Vermont, August 2024 - Present

- Assisted in delivering course content by supporting the instructor in lectures and labs for Computability & Complexity, and assisted in help desk hours for Computer Programming 1
- Provided one-on-one tutoring and guidance to students, helping them understand complex programming concepts and debug code
- Facilitated weekly lab sessions, guiding students through hands-on coding exercises and reinforcing lecture material.

Folino's Pizza, *Manager*, Burlington, VT, May 2021 – Present

- Supervised daily operations, interacting with customers, resolving issues, and ensuring a great product and timely output
- Managed a team of employees daily to maximize productivity including assigning tasks, answering questions, and training new hires
- Successfully managed inventory to ensure that business would run smoothly each day

PROJECTS

Final Grade Calculator, *Class Project,* Advanced Programming, April 2024 - May 2024

- Worked with a partner to created a dynamic site that a student could use to calculate their final grade in a course or their overall GPA for a semester
- Designed the back-end using C++ and then implemented Python and JavaScript to create the website
- Used Git and GitHub to work collaboratively with partner and ensure that all work was productive and saved correctly

Rubik's Cube Solving Robot, *Class Project*, Computer Organization, September 2023 – December 2023

- Designed and built a robot that scrambles and solves a Rubik's Cube hosted on a Raspberry Pi
- Helped create 3d printed custom parts and solder perfboards to assemble the structure
- Implemented a Flask server to display a live feed from the cameras and control the robot seamlessly
- Spearheaded code to reference a public library to ensure that the quickest possible set of moves were used during the solve and then mapped those moves to the machine

Yahtzee Game, *Class Project*, Intermediate Programming, March 2023 - May 2023

- Created an interactive Yahtzee that is played in a terminal window in Java
- Utilized polymorphism and inheritance to create a flexible and reusable codebase, allowing for easy modifications and potential game expansions
- Integrated error handling and input validation to ensure a smooth and user-friendly gaming experience