SHANE BOLDING

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EDUCATION

B.S. in Computer Engineering
University of West Florida: GPA - 3.22
📅 Aug. 2015 – May 2020

B.S. in Electrical Engineering
University of West Florida: GPA - 3.43
📅 Aug. 2015 – May 2020

PROJECTS

Sudoku GUI w/ Backtracking Solution
Python
📅 July 10, 2020   📍 My Home

- created using python with its library pygame to create an interactive GUI that allows you to play a sudoku game and solve it once you get stuck and press the space bar.
- Utilizes a recursive backtracking algorithm to solve a sudoku board.

Lego Collecting Robot
C#
📅 Oct. 2019 - Mar. 2020   📍 UWF

- Entered the Southeast IEEE PI Day Competition .
- Built a robot that to pick up the most Legos in a specific order in under 3 minutes.
- Accomplished 13 blocks stacked in 3 minutes.
- Unfortunately the contest was cancelled due to Covid.

Home Security Camera
Python/Solidworks
📅 July 11   📍 My Home

- Utilized Python and a machine learning algorithm library to watch my doorway and send me a picture through email when it detected a human at the door.
- Designed and printed a black casing to hold the raspberry pi and camera.
- Plan to add video streaming to a website so I can view anywhere. This currently only works on local network.

Personal Handheld Game System
Python/Solidworks
📅 July 6 - 9, 2020   📍 My Home

- Utilized a Raspberry Pi Zero and a 2.2 inch screen to create the system.
- Soldered a safe battery system to ensure fast charging and a battery life of approximately 6 hours.

LANGUAGES

Language	Level
C	● ● ● ● ●
C++	● ● ● ● ●
Python	● ● ● ○ ○
Java	● ● ● ○ ○
Assembly	● ● ● ○ ○

EXPERIENCE

Tutor
University of West Florida
📅 Aug. 2019 - May 2020   📍 Pensacola, Fl

- Help countless students understand Computer Science, Computer Engineering, and Electrical Engineering that they may not have understood the first time.
- Worked more than the 10 hours I was paid a week to ensure the students that came to me for help got the help they needed.

MORE PROJECTS

Fish Computer Recognition
MatLab
📅 Summer 2019   📍 UWF

- Assembled an AI that could recognize between 20 fish with 97 percent accuracy.
- Crafted a self learning algorithm that determined the best and most accurate AI system.

Programs to Demonstrate Multi-Threading
C/C++
📅 Spring 2019   📍 UWF

- Utilized threading to do computationally complex problems in a fraction of the time using a singe thread program.
- Learned about protection of race conditions when threading using a data structure called a Semaphore.
- Constructed throughout multiple projects the understanding of Multi-Threading.