

Xavier Hollingsworth

Software Engineer

Intrinsically motivated to engineer code and hardware that can provide a better future for mankind while working in the forefront fields of technology not limited to areas such as space exploration, renewable energies, autonomous vehicles, AI and more.



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WORK EXPERIENCE

Software/Systems Engineer Intern

Open Learning Exchange

09/2019 – Present
Non-profit organization

Achievements/Tasks

- Developed and maintained the blue tooth capabilities on Raspberry Pis to provide educational infrastructure to learners and educators in remote areas of the globe
- Developed commands for the command line interface for the Raspberry Pi.
- Maintained websites repositories via git and Github
- Spearheaded web scraping using Python scripts
- Developed and implement VM images via Vagrant and Docker Images

Business Owner

Great Lakes Property Management

01/2016 – Present Orlando, FL

Achievements/Tasks

- Manage investment properties in east Orlando area.

EDUCATION

Bachelor's of Science in Computer Science

Oregon State University

08/2017 – Present GPA: 3.54

Bachelor's of Science in Electrical Engineering

Arizona State University

05/2019 – Present GPA: 4.0

Fullstack Web Dev Boot Camp

Altcademy

Bachelor's of Science in Health Sciences

University of Central Florida

08/2011 – 05/2016 GPA: 3.8

TECHNICAL SKILLS

Software Languages and Skills

C, C++, Python, Network programming, full stack web dev, Javascript, HTML/CSS, Linux, MacOS

Tools/Frameworks/APIs

Docker, Vagrant, NPM, git, Github, Markdown, React, Ruby, Rails, JQuery, Xcode, Vim, VScode, Docker, Vagrant

PERSONAL PROJECTS

Multi-chat client server (C++)

- Working on building a server in C++ that allows multiple clients to connect simultaneously and chat. It uses the select() function and the fd_set structure.

Networking FTP Client/Server (C++/Python)

- Created a client-server program that implements FTP. Client can request a directory list or files from the server. Client was written in Python and server was written in C

Small shell (C)

- Created an interactive linux shell using the C programming language via system calls. Implemented fork and exec calls. Managed parent and child processes. Built in the 3 commands cd, status, and exit and execvp'd the rest of the commands.

Database Website

- Implemented HTML/CSS, Javascript, MySQL and Node.js to create a website with an interactive database

Cube Adventure Game (C++)

- Created an interactive game, based off the movie Cube, implementing objects, polymorphism, pointers, inheritance, data structures and classes. It

ORGANIZATIONS

Hack UCF (2018 – Present)

Sigma Alpha Pi Leadership Society at UCF (2014 – 2016)

Honored Member

Sigma Alpha Epsilon (2014 – 2016)

Member Educator, Intramural Sports Coordinator

HONOR AWARDS

President's List (2014 – 2016)

UCF

- 4.0 Semester GPA

Bright Futures Medallion Scholarship (2011 – 2016)

Bright Futures

INTERESTS

Open source software: Treehouses, Planet

Snowboarding

Quantum Physics

Reading

Space

Electrical Engineering