ROBIN FINTZ

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EDUCATION

Computer Science (B.S.), Statistics (B.A.) - Honors Program - University of Florida, Gainesville, FL **May 2023**
Minor: Geography / **Certification:** Geospatial Analysis / **GPA:** 4.0 / **Memberships:** Rewriting the Code (RTC), Harvard WECode Fellow
Relevant Coursework: Introduction to Software Engineering, Introduction to Computer Organization, Information and Database Systems 1, Data Structures and Algorithms, Computational Linear Algebra, Foundations of GIS

EXPERIENCE

Above and Beyond CS (ABCS) Program Fellow, Facebook **Sept. 2020 - Nov. 2020**
- Derived innovative solutions to data structures and algorithms problems with 50+ peers in weekly Facebook training series

Teaching Assistant for Programming Fundamentals 1, University of Florida **August 2020 - Dec. 2020**
- Lead weekly discussion sessions of 20+ students and provide feedback for students in Java and object-oriented programming course
- Collaborate with professors and other TAs to create practice questions and hold office hours for 500+ undergraduate students

Test Automation Intern, Marine Corps Tactical Systems Support Activity (MCTSSA) **June 2020 - August 2020**
- Devised 20+ Java automation scripts to test browser and Windows application functionality in conjunction with Robot Framework
- Integrated scripts with tools such as Selenium, Sikuli, and Winium to open applications, send/receive messages, and extract data
- Implemented compatibility with the NRL's Sage Server Application to distribute automation scripts across nodes in a network

Team Captain, UF Society of Women Engineers (SWE) Team Tech Design Team **January 2020 - Present**
- Architected Java-based Android Studio worker safety application, allowing supervisors to monitor air quality and acceleration
- Led team of 4 to create a login page, clickable lists, and buttons to yield a more interactive user experience
- Connected application to the Microsoft Azure cloud environment to interact with and store readings in an SQL database

Undergraduate Research Assistant, UF Speech Lexicon and Modelling Lab **Sept. 2019 - Present**
- Collaborated with team to devise statistical model to predict evolution of languages based on genetic and geographical factors
- Wrote R scripts to wrangle 800+ files of microsatellite data to yield frequency and probability matrices based on allele identifiers
- Compiled map to display and extract temperature values for 3,500+ spatial coordinates utilizing ArcMap (GIS)

LEADERSHIP AND VOLUNTEERING

Outreach Director, UF Women in Computer Science and Engineering (WiCSE) **May 2020 - Present**
- Pioneered virtual code-a-thon, involving 10 clubs to host workshops to engage 50+ middle/high school students in computer science
- Collaborated with board of 12 officers to host industry presentations, mentor classmates, and prepare members for interviews

Service Chair, Florida District of Circle K International (CKI) **April 2020 - August 2020**
- Advised leaders of 10+ clubs in planning and coordinating service projects to benefit local and state communities in need
- Generated service guide detailing how-to manuals and lists of service ideas and tips to assist members in doing impactful service

PROJECTS

This is Not a Drill (Languages Used: ReactNative and NodeJS) **Oct 2020 - Dec. 2020**
- Innovated offline mobile app for drill salesmen to easily select rig models and estimate production values for their customers
- Utilized agile methods to design login, rig selector, and estimation calculator interfacing with Excel sheets on 4-person scrum team

College Ranker Project (Languages Used: C++ and R) **July 2020 - August 2020**
- Collaborated with team of 3 to develop a TGUI-based tool that derives a weighted ranking of colleges based on user preferences
- Engineered ranking algorithm running on 200,000+ entries, and created original hashmap with iterator to k-smallest algorithm

Minesweeper (Language Used: C++) **April 2020**
- Individually designed interactive sliding game utilizing the SFML library's clicking and visual functionality for GUI
- Employed class objects (OOP) for tiles/boards and data structures such as arrays to improve readability and efficiency of program

Musical Key Recognition Project (Language Used: Java) **April 2019**
- Independently engineered interactive program that recognized musical keys based on inputted musical notes
- Utilized a multitude of data structures including treemaps to link musical notes to integer values and allow manipulation of notes

SKILLS AND AWARDS

- **Programming Languages:** Java, C++, ReactNative, NodeJS, R, JavaScript, MATLAB
- **Version controls**: Github | **Software:** Visual Studio Code, Android Studio, ArcMap (GIS), IntelliJ, Eclipse, Sublime, RStudio
- **Awards:** Incoming Google STEP Intern (2020), UF College of Engineering Dean's List (2020), Emerging Scholars Program (2019)