

COLIN WALSH

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EDUCATION:

Bachelors of Science in Computer Science, GPA 3.42

May 2022

University at Buffalo, State University of New York

Relevant Coursework: Intro to Computer Science I/II, Data Structures, Systems Programming

Organizations: oSTEM, Association of Computing Machinery, UB Comics

PROJECTS:

Fishing Dock (W.I.P.)

- Utilized the discordpy API
- Emulated fishing using catching mechanics dependant on user reaction time
- Stored individual user/server data using SQLite 3

Lyrics Splicer (2019)

- Created as part of final project for Introduction to Electronic Literature (ENG281)
- Scrapes lyrics from an artist's discography using the Genius API
- Splices lyrics with targeted texts at points of shared words to create a new text

NewsMood (2019)

- My team's project for SteelHacks 2019
- Utilized the Google Cloud Natural Language API to analyze the sentiment of news headlines
- Hosted data on a website using a Flask server

Suggestion Box (2017)

- Utilized the Haxeflixel framework
- Designed the visuals, narrative, and flavor text
- Garnered over 8,000 downloads across platforms
- Featured on the front page of GameJolt.com and PC Gamer's "Free Games of the Week"

WORK EXPERIENCE:

Teaching Assistant, University at Buffalo

Aug 2019 - Present

- Assisted in the teaching of Introduction to Computer Science I (CSE115)
- Conducted laboratories three times a week
- Hosted office hours to assist students

Research Assistant, University at Buffalo

Jan 2019 - May 2019

- Assisted Prof. Erin Hatton with research concerning prison labor
- Compiled publicly available data into excel cleanly and efficiently
- Worked efficiently in a self-managed environment

LEADERSHIP:

Vice President, UB Comics Club

Dec 2018 - Present

- Assisted with completion of Student Association requirements
- Composed emails sent weekly to registered club members
- Recorded official meeting minutes

SKILLS:

Languages: Python, Javascript, C, Scala, SQL, Lua, C#, Haxe

Design: Adobe Photoshop, LaTeX, Aseprite

Game Development: LOVE2D, Phaser, Unity, HaxeFlixel

Server: Linux, Node.js, SQLite, Socket.io, Flask