

# Cameron LaBounty

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## EDUCATION

**Champlain College** | Burlington, VT  
Bachelor of Science | August 2019 - Present

- Major: Computer Science
- Minor: Mathematics
- Minor: Game Programming
- Specialization: Mobile App Development

Cumulative GPA: 3.93 | Major GPA: 4.0

Honors

- Dean's List (Fall 2019 & Spring 2020)

**Champlain Valley Union**

**High School** | Hinesburg, VT  
HS Diploma | August 2015 - June 2019

Cumulative GPA: 3.46

Honors

- A/B Honors (Fall 2015 - Spring 2019)

## TECHNICAL SKILLS

- C++
- Javascript
- Java
- C
- C#
- Python
- jQuery
- HTML5
- CSS3

## SOFT SKILLS

- Problem Solving
- Dependability
- Organization
- Attention to Detail
- Time Management
- Communication

## WORK EXPERIENCE

**Line Cook** | Friendly's Restaurant  
June 2017 - March 2020

- Cooked breakfast, lunch, and dinner tickets to order while maintaining a clean and productive work environment.

## PROJECTS

**Rubik's Cube Solver** | [Demo](#) | [Code](#)

- Developed a 3D Rubik's Cube simulation and solver for 2x2, 3x3, and 4x4 cubes.
- Implemented a popular blindfolded solving method used by competitive speed cubers.
- Added functionality to solve and manually turn the cube by dragging the mouse.
- Built in Java using a graphical library and IDE called Processing.

**Golf Stats Tracker** | [Live](#) | [Code](#)

- Developed a mobile web application to track your golf stats as you play.
- Implemented feature to view and compare your lifetime stats with friends.
- Added settings functionality to only track and share the stats that you choose.
- Built with HTML5, CSS3, Javascript, jQuery, and Firebase.

**Sudoku Solver** | [Demo](#) | [Code](#)

- Developed a Sudoku solver that uses the backtracking algorithm to find a solution to any solvable game.
- Added functionality to play the game as well as manually input your own board.
- Built in Python using the Pygame library.

**Golf Game** | [Live](#) | [Code](#)

- Designed and developed a browser-based golf game with 9 unique holes, a practice mode, powerups, and a customizable ball and player.
- Built using the Phaser.js game framework.

REFERENCES AVAILABLE UPON REQUEST