

# Cameron LaBounty

Williston, VT 05495 | camlabounty@gmail.com | (802) 373-2720

[cameronlabounty.com](https://cameronlabounty.com) | [linkedin.com/in/cameronlabounty](https://linkedin.com/in/cameronlabounty) | [github.com/cLaBounty](https://github.com/cLaBounty)

## EDUCATION

---

### Champlain College

Bachelor of Science in Computer Science

Burlington, VT

Expected May 2023

- Minors in Math and Game Programming, Specialization in Software Engineering
- *Cumulative GPA*: 3.96
- *Awards and Honors*: 2022 Outstanding Student in Computer Science, Trustees' List, President's List, Dean's List

## RELEVANT EXPERIENCE

---

### Garmin

Software Engineer Intern

Yarmouth, ME

May 2022 - August 2022

- Worked alongside an agile team to develop the [Garmin Messenger](#) Android application.
- Collaborated with UI/UX, quality assurance, iOS, and web teams to ensure the quality and consistency of our application, as well as integrate it with the Garmin ecosystem.
- Successfully merged over 80 pull requests for miscellaneous bug fixes, UI improvements, and key features in a wide variety of areas in the application with clean and scalable code.

### Galvion

Software Developer Intern

Portsmouth, NH

May 2021 - August 2021

- Worked on an [Android app](#) used to analyze power data of devices connected to a hub.
- Implemented various charts and graphs for visualizing live and historic power data.
- Actively participated in weekly stand-ups and reviews where I was able to present my work and provide feedback to other team members.

## PROJECTS

---

### S.P.U.C - SSpace UnContained | [Demo](#) | [Code](#)

January 2022

- A first-person 3D crafting survival game made with a team of other programmers.
- Primarily focused on the UI/UX, Inventory & Crafting system, and the OOD of craftable items.
- *Technologies Used*: Unity

### Sliding Puzzle Solver | [Live](#) | [Code](#)

April 2021

- A 3x3 sliding puzzle game and solver that uses an A\* Search algorithm.
- *Technologies Used*: HTML5, CSS3, JavaScript, jQuery

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

May 2020

- A 3D Rubik's Cube simulation and solver for 2x2, 3x3, and 4x4 cubes.
- *Technologies Used*: Processing

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

January 2020

- A mobile web application to track your golf stats as you play.
- *Technologies Used*: HTML5, CSS3, JavaScript, jQuery, Firebase

## TECHNICAL SKILLS

---

- *Proficient*: Kotlin, C++, JavaScript, HTML5, CSS3, C#, Unity, SQL, Git, GitHub
- *Familiar*: C, Java, Python, Bash, MATLAB, jQuery, React Native

REFERENCES AVAILABLE UPON REQUEST