

# Cameron LaBounty

Portland, Maine | [camlabounty@gmail.com](mailto: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)

## RELEVANT EXPERIENCE

---

### Garmin

Yarmouth, ME

Software Engineer Intern

May 2022 - August 2022

- Worked alongside an agile team to develop the [Garmin Messenger™](#) Android application.
- Collaborated with UI/UX, QA, 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.

### Galvion

Portsmouth, NH

Software Developer Intern

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.

## EDUCATION

---

### Champlain College

Burlington, VT

Bachelor of Science in Computer Science

Graduated May 2023

- Minors in Math and Game Programming, Specialization in Software Engineering
- *Cumulative GPA*: 3.95
- *Awards and Honors*: Summa Cum Laude, 2022 Outstanding Student in Computer Science

## PROJECTS

---

### Locality: Social Media | [Download](#)

August 2022

- A location-based social media platform for iOS and Android.
- *Technologies Used*: Swift, Kotlin, Kotlin Multiplatform Mobile (KMM), Firebase, Mapbox

### S.P.U.C - SPace 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

### 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, Swift, C++, Java, HTML5, CSS3, JavaScript, Python, Git, GitHub
- *Familiar*: C#, Unity, Go, React Native, jQuery, SQL, C

REFERENCES AVAILABLE UPON REQUEST