Cameron LaBounty

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RELEVANT EXPERIENCE

Garmin Yarmouth, ME

Software Engineer 1

June 2023 - Present

- Work alongside an agile team to develop the <u>Garmin Messenger™</u> mobile applications.
- Collaborate with UI/UX, QA, and web teams to ensure the quality and consistency of our application, as well as integrate it with the Garmin ecosystem.

Software Engineer Intern

May 2022 - August 2022

• Successfully merged over 80 pull requests for miscellaneous bug fixes, UI improvements, and key features of the Android 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

Santé: Fitness & Friends | <u>Download</u>

July 2023

- An online networking application for fitness.
- Technologies Used: Kotlin Multiplatform Mobile, Firebase, Kotlin, Jetpack Compose, SwiftUI

Locality: Social Media | Download

August 2022

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

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, ¡Query, Firebase

TECHNICAL SKILLS

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