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++JavaScriptJava
- C C# Python Git
- jQuery HTML5 CSS3

SOFT SKILLS

- Problem SolvingDependability
- OrganizationAttention 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.