

Cameron LaBounty

Portland, Maine | camlabounty@gmail.com | (802) 373-2720

cameronlabounty.com | linkedin.com/in/cameronlabounty | github.com/cLaBounty

RELEVANT EXPERIENCE

Garmin

Yarmouth, ME

Software Engineer 2 / 1 / Intern

May 2022 - Present

- Build the [Garmin Messenger™](#) mobile applications for Android and iOS using native languages and technologies. The Android app is developed with Kotlin, Jetpack Compose, SQLDelight, Retrofit, and Dagger/Hilt, while the iOS app uses Swift, SwiftUI, and UIKit.
- 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.

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 historical 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 | [Download](#)

July 2023

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

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

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, Jetpack Compose, Swift, SwiftUI, CSS, HTML, JavaScript, Git, GitHub
- *Familiar*: React Native, Java, Python, C++, C#, Go, jQuery, SQL

REFERENCES AVAILABLE UPON REQUEST