Cameron LaBounty

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EDUCATION

Champlain College | Burlington, VT
Bachelor of Science | Expected May 2023
- Major: Computer Science
- Minors: Math & Game Programming
- Specialization: Software Engineering

Cumulative GPA: 3.93 | Major GPA: 4.0
Honors
- Dean's List (Fall 2019 & Spring 2020)

TECHNICAL SKILLS

- C++
- JavaScript
- Java
- C
- C#
- Python
- Git
- jQuery
- HTML5
- CSS3

SOFT SKILLS

- Problem Solving
- Dependability
- Organization
- Attention to Detail
- Time Management
- Communication

WORK EXPERIENCE

Web Developer | Champlain EMC
September 2020 - Present
- Collaborate with an agile team to develop, test, and maintain an educational game that spreads awareness on safe opioid practices.
- Integrated product with the Blackboard REST API to develop a learning module for UVM medical students.

Line Cook | Friendly's Restaurant
June 2017 - March 2020
- Prepared 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.

REFERENCES AVAILABLE UPON REQUEST