

# 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: 3.95 | Major GPA: 4.0

Honors

- Dean's List (Fall 2019 & Spring 2020)
- President's List (Fall 2020)

## TECHNICAL SKILLS

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

## SOFT SKILLS

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

## WORK EXPERIENCE

**Programmer** | Champlain College EMC  
September 2020 - December 2020

- Collaborated with a small agile team to develop an educational game that spreads awareness on safe opioid practices.
- Responsible for implementing the game in Articulate's Storyline 360 software.

**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 a 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