

# Camryn Cimber

Boca Raton, FL | cammycimber@gmail.com | (561)-376-1575  
<https://www.linkedin.com/in/camryn-cimber> | <https://github.com/camcimber>

## EDUCATION

University of Florida, Gainesville, FL      **Bachelor of Science, Computer Science**      May 2025  
Minor, Digital Arts and Sciences  
3.86 GPA  
**Relevant Coursework:** Programming 1&2, Data Structures and Algorithms, Discrete Structures, 2D Digital Animation Technique, Game Content Production 1, Engineering Design & Society, Principles of Interaction & Usability, Computer Organization  
**Extracurriculars:** Girls Who Code, Women in Computer Science & Engineering, Gator User Design (Design Team), Alpha Epsilon Phi, U-Matter Ambassador

## SKILLS

*Programming Languages:* Python, C++, Java, JavaScript, HTML, CSS, ARM (Assembly)  
*Frameworks/Libraries:* React, Express, Firebase, Tailwinds, Restful APIs, Angular  
*Tools:* Git, GitHub, Agile, Scrum, NodeJS, VScode, Pycharm, IntelliJ, CLion, NextJS

## PROJECTS

- Minesweeper | C++**      **Dec. 2022**
- Designed and implemented a robust graphical user interface using the SFML library to meticulously recreate the classic game Minesweeper, featuring three different test boards specified in a configuration file and utilizing an 800 by 600 pixel board dimension.
  - Demonstrated expertise in developing scalable and modular code architecture through advanced object-oriented programming principles such as inheritance, encapsulation, and polymorphism, resulting in improved debugging skills.
- Gator Raider | Java**      **April 2022**
- Implemented AI controller for a Pacman emulation, utilizing advanced concepts of inheritance and polymorphism to strengthen object-oriented programming proficiency.
  - Employed meticulous optimization techniques through strategic utilization of distinct interfaces (game, node, attacker, defender, and maze), effectively maximizing the game score to 6400, demonstrating strategic thinking and problem-solving skills.
- Bon Appetite | React**      **June 2023**
- Designed and implemented a feature-rich recipe application using React to display different food recipes based on what the user searches for, as well as seamlessly integrate a backend API to fetch and display real-time recipe data.
  - Took ownership of styling components, fine-tuned routing, and optimized API requests, showcasing expertise in frontend development, React, and API integration.
- Stay on Task | Node.js, React, Express, Firebase Auth, Firebase**      **June 2023**
- Created a robust and user-friendly To-Do List application with advanced features, including a secure login page and seamless data management.
  - Leveraged modern technologies and frameworks such as React for the front-end, Express for the backend API, and Firebase for authentication and cloud-based storage, ensuring a smooth and efficient user experience.
- Nutritional Facts | C++**      **May 2023**
- In a team of 2, we developed a nutrient tracking program with data analysis and user-selected preferences for food/drink categories. We compared both heap sort and tim sort algorithm. Result: tim sort showing a 30% speed advantage over heap sort.
  - Contributed to the team by implementing the Merge Sort algorithm, utilizing a heap library, and actively participating in testing, debugging, and optimizing the Tim Sort algorithm, while ensuring visually appealing print outputs.
- Multistick | Arduino**      **May 2022**
- Co-developed a user-friendly product aimed at enhancing the independence of the elderly population, the Multistick, in a collaborative team of 4, featuring versatile attachments such as a regular cane, hook, and claw.
  - My primary role focused on working with the Arduino board, wiring, and ensuring seamless connectivity to enhance movement functionality of the claw attachment and improve overall usability.

## EXPERIENCE

- UX Designer, UF Gator User Design Devlop Design Team**      **March 2023 - Present**
- Collaborated with a team to revamp a nonprofit game development organization's website, establishing a community platform for game developers to showcase their projects and engage in ongoing updates, culminating in the release of their final builds.
  - Led efforts to enhance user experience (UX) and user interface (UI), focusing on readability, visual appeal, seamless navigation, and overall usability improvements, employing low and high-fidelity wireframes and creating interactive prototypes using Figma.
- Mentee, Microsoft Tech Resilience Program**      **March 2022**
- Engaged in bi-weekly meetings, workshops, and group activities with 10 like-minded individuals, fostering connections with 2 senior software engineers.
  - Acquired valuable insights into the challenges and realities of the tech industry, cultivating confidence, resilience, and a strong sense of belonging within the technology community.
- Server, Saquella Café, Boca Raton, FL**      **Sept. 2019 - Dec. 2022**
- Collaborated within a dynamic team to provide exceptional customer service, demonstrating adaptability, effective communication, and efficient task management.
  - Utilized a POS system, coordinated with kitchen staff, trained new employees, and adeptly handled order-taking responsibilities, showcasing strong interpersonal skills and a results-oriented approach in a fast-paced environment.