Cameron Courtney

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EDUCATION

The University of Texas at Austin, Austin, TX August 2019 – May 2023
Bachelor of Science and Arts, Computer Science
Certificate in Applied Statistical Modeling

Cumulative GPA: 3.99
Relevant Coursework: Object Oriented Programming, Computer Organization and Architecture, Principles of Computer Systems, Algorithms and Complexity, Artificial Intelligence, Introduction to Data Mining, Mobile Computing, Safe and Ethical Artificial Intelligence, Database Management
Honors and Awards: University of Texas at Austin College Scholar (2022, 2023), University of Texas at Austin Distinguished College Scholar (2021), College of Natural Sciences Second Year Excellence Award (2021), Texas Highest Ranking Graduate Recipient (2019), National Hispanic Scholar (2019)
Activities and Societies: Hispanic Association of Computer Scientists

SKILLS

Programming Languages: Java, C, Python, C++, TypeScript, JavaScript, Kotlin, SQL
Tools/Technologies: Linux, Git, HTML/CSS, XML, Spring Boot, Swagger, Angular, SvelteKit, Gradle, NumPy, PostgreSQL

EXPERIENCE

H-E-B, San Antonio, TX May 2022 – Present
Software Engineer Intern (Summer 2022)

- Collaborated with two other interns to create a customer-facing progressive web application that pulls advertisements hosted on Google Cloud and displays them on screens featured in H-E-B Pharmacies
- Designed several REST API endpoints that interact with H-E-B's advertisement database and Google Cloud Storage Bucket so that images could seamlessly be pulled to the frontend application
- Produced a minimum viable product to be displayed in over 250 H-E-B Pharmacies located throughout Texas

Software Engineer Intern (Part-Time)

- Independently constructed a business-facing frontend SvelteKit web application that streamlined the workflow for managing advertisements in H-E-B's Pharmacy database
- Communicated with full-time engineers to refine the UX/UI of the project, incorporating feedback from stakeholders to ensure an intuitive application
- Expanded the functionality of the existing backend advertisement API to support the needs of the new SvelteKit frontend

PROJECTS

Go Touch Grass | Project Link

- Created a mobile Android application that encourages people to spend time outside – app allows users to track their outdoor activities by taking pictures and writing reviews of their experiences
- Integrated the application with a third-party API to provide real-time weather data based on a user's GPS location
- Implemented push notifications to remind users to go outside after a set period of time

Baseball Pitch Predictor | Project Link

- Implemented several different supervised learning models to devise a way to predict the type of a baseball pitch (fastball, cutter, etc.) given a set of pitch attributes
- Engineered a Support Vector Machine that predicts a baseball pitch's type with a 93.49% accuracy rate
- Cleaned and transformed MLB pitching data using standard data science feature engineering techniques through the use of Python's Pandas and Scikit-Learn libraries