

Cameron L. Mathis

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PROFILE

Seeking a full-time position where I can continue to develop both my technical and leadership skills.

EDUCATION

Auburn University
Cumulative GPA: 4.00

Bachelor of Science
Received May 2021

Major: Software
Engineering

WORK EXPERIENCE

- **NCR Corporation** (Summer 2021 - Present)
Developed software for mobile and web applications as a part of the Digital Banking department.
- **Developed Software at AngelTrax** (Summer 2019)
Uncovered two bugs in the production system, by developing unit tests for several existing node.js applications. I also collaborated with another developer in creating a new JavaFX application that would be used within other departments at AngelTrax.
- **Auburn University Study Partners** (January 2019 – December 2019)
Tutored fellow students in STEM subjects including Calculus I & II, Physics I & II, and Java.

PROJECTS

- **Sudoku Solver** (Fall 2020)
Developed a Python program that reads in Sudoku puzzles from a text file, solves them, and prints the solution to the terminal. I used a backtracking algorithm to solve the puzzle.
- **Cloud Project** (Spring 2020)
Worked in a group to build and deploy OpenStack from scratch using Kolla-Ansible and Docker. We then developed an Alexa skill that allows the user to ask Alexa real time questions about a virtual machine deployed in OpenStack.
- **Auburn University Men's Basketball Twitter Application** (Fall 2020)
Developed a simple twitter application that scrapes Auburn University basketball scores from the web and tweets them via a dedicated Twitter account. The entire application is hosted on a RaspberryPi home server.
- **Rock Paper Scissors Web Application** (Fall 2020)
Developed a simple web application that allows users to select between rock, paper, and scissors. The computer then randomly chooses a move, and the score is calculated and displayed. The application is hosted on an AWS EC2 instance in a Docker container.
- **TicTacToe Game** (Fall 2019 - Spring 2020)
Developed a TicTacToe game in JavaFX that allows users to play against the application itself or a second player. The user has the option to interact with a GUI or use the keyboard to make moves.

PROFICIENT IN

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|-------------------|----------|-----------------|----------|
| • Java and JavaFX | • Python | • VS and VSCode | • Docker |
| • C, C++, and C# | • Git | • Azure and AWS | • MySQL |

LEADERSHIP EXPERIENCE

- Auburn Emerge Leadership Program (Fall 2017 - Spring 2018)
- National Honors Society President (Fall 2016 - May 2017)
- PCS Robotics Chief Engineer (Fall 2015 - Fall 2017)
- Cornerstone College Leadership Team (Fall 2019 – Spring 2021)
- Volunteer with Foster Children through Big House (Fall 2018 - Spring 2021)

May 2021

