


Colin Banigan

SOFTWARE ENGINEER

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EDUCATION

Texas A&M University
Bachelors of Science in Computer Science
Minors in Math and Art (Visualization)
Certificate in Engineering Business Management
Expected Graduation: Spring 2018
Overall GPA: 3.5

EXPERIENCE

Capital One
Software Engineering Intern | Summer 2017
Full-stack developer within the Home Loans Department. Fully integrated a core feature in the main Home Loans application. Project included creating a UI in Angular 4, writing an OL using Spring, and retrieving data from Cassandra DBs.

The StoryLab@Texas A&M
Undergraduate Researcher | 2016 – 2017
Android developer and researcher at The StoryLab. Primary research focused on informal science education through the use of Android Wear smart watches. Secondary research compared and contrasted movement within virtual reality.

PROJECTS

Distributed Twitter Service
Distributed Objects Programming | Spring 2017
Constructed a fault-tolerant gRPC twitter service in C++ utilizing 3 servers and 10 processes that handles server crashes, process crashes, and disruptions of service while hiding these errors from the user.

Ray Tracer
Computer Graphics | Fall 2016
Created a ray tracer using C++ for all core functionality, utilizing OpenGL for per-pixel drawing. Utilized recursive ray tracing to produce proper lighting through reflective objects and shadowing.

Online Multiplayer Battleship
Programming Studio | Spring 2016
Developed a web-based multiplayer game in a long-term project with a team of four programmers using HTML5, Node.js, and WebSockets. Designed and implemented an alternative rule set to create defensive moves within battleship.

SKILLS

Languages
Java • C++ • C • JavaScript • TypeScript • HTML • CSS • SASS • XML

Systems/Frameworks
Windows • Mac OS X • UNIX • Angular • Android • Node.JS • OpenGL