

# Collin Bolles

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## Intro

Computer Science student entering final year of undergrad. Planning on applying to a graduate program. Looking for a Summer 2022 co-op. Wide range of interests ranging from embedded systems to cloud computing.

## Skills and Proficiency

### Languages

ARM Assembly	●●●●●
C	●●●●●
C#	●●●●●
C++	●●●●●
HTML/CSS	●●●●●
Java	●●●●●
JavaScript	●●●●●
Python	●●●●●

### Frameworks and Libraries

Django	●●●●●
Flask	●●●●●
Mbed	●●●●●
Node.js	●●●●●
React.js	●●●●●
Requests	●●●●●
Spring Boot	●●●●●

### Tools and Environments

AWS	●●●●●
Azure	●●●●●
Git	●●●●●
Google Cloud	●●●●●
LaTeX	●●●●●
Linux	●●●●●
Mac OS	●●●●●
Maven	●●●●●
Vim	●●●●●
Windows	●●●●●

## Education

### Rochester Institute of Technology

#### B.S. Computer Science

GPA 3.85/4

Expected Graduation: May 2022

Minor: Computer Engineering

Immersion: Communications

## Employment

### D3 Engineering · Engineering Technician

Jan. 2021 to Present

Developed kernel drivers for customer specific applications targeting D3 designed hardware built on top of the Jetson Platform. Programmed mainly in C while also using a variety of other languages for user space development.

### Herrick Technology Labs · Software Intern

Sep. 2020 to Dec. 2020

Developed software for orchestrating a series of HTL products for a military contract. Handled making software design decisions in a multi-disciplinary environment. Evaluated and implemented various technologies to meet the specifications of the client.

### Blue Spiral · Software Developer

June 2020 to Aug. 2020

Worked as research and development software developer. Explored UAV mapping systems, developed OCR solutions using Microsoft Azure, and developed an iOS application for on the spot employee assessments. Developed in Python, Swift, and C#.

### RIT ASC · Supplemental Instructor

Aug. 2019 to May 2020

Provides support for students taking The Mechanics of Programming, a class dedicated to learning C and an overview of Operating Systems. Support includes attending class and creating review sessions twice a week for students to improve themselves.

### Ball Bowler · Software Developer

Jan. 2019 to Nov. 2019

Developed software for miniature bowling lanes including the user interface and game logic. Developed in Java with Javafx.

### Blue Spiral · Software Intern

Aug. 2017 to Aug. 2018

Developed software for training image classification models and detecting the presence of ducks. Developed object detection with the Microsoft Hololens. Developed in Python.

### Valogix · Software Intern

July 2016 to Nov. 2018

Worked as a full stack web developer creating a web app to monitor over 100 remote servers. Created custom RESTful APIs to collect data from servers. Wrote test software to analyze Valogix's web application. Developed in Java using Spring Boot.

## Activities

### Electric Vehicle Team · Firmware Lead

Dec. 2018 to Present

Programming with mbed and STM's HAL on stm32s to create custom software for the REV 2 electric motorcycle. Developed a custom driver for Sendyne Ground Fault detection board as well as an error manager system to run across the motorcycle.

### Engineers for a Sustainable World · Treasurer

Jan. 2019 to May 2020

Communicated with the rest of the eboard to distribute funds to various projects and activities. Created a database for the Water for South Sudan organization and competed in the Biomimicry Challenge.

## Awards

### Best IoT Hack · Publicis Sapient

Feb. 2020

Awarded for Laundramatic at Brickhack 6 for implementing IoT principles to make doing laundry on campus easier.

### UB Hacks 3rd Place Award · UB Hackathon Group

Nov. 2018

Awarded for Sketch It, award given to the 3rd best overall project.

### Congressional App Challenge Winner · NY Congressional District 21

Dec 2017

Won a congressional award for the Saratoga GO Parking App and displayed the app in Washington, D.C.