

Collin Bolles

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Intro

Research Software Engineer for SAIL at Boston University. Full Stack developer creating applications to enable research at the university.

Skills and Proficiency

Languages

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

Frameworks and Libraries

Angular	●●●●
Django	●●●●
Flask	●●●●
NestJS	●●●●
React	●●●●
Spring Boot	●●●●

Tools and Environments

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

Awards

Best IoT Hack · *Publicis Sapient*

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

Congressional App Challenge Winner
· *NY Congressional District 21*

Education

Boston University

M.S. Robotics and Autonomous System (expected 2025)

GPA 3.88/4

Rochester Institute of Technology

B.S. Computer Science

GPA 3.84/4

Employment

Software and Application Innovation Lab · Software Engineer May 2022 to Present

- Created tagging platform for annotating videos containing ASL signs
- Managed deployment of data collection tool target pay inequality

D3 Engineering · Engineering Technician

Jan. 2021 to Dec. 2021

- Developed Linux Kernel drivers for cameras designed for embedded vision on the NVIDIA Jetson platform
- Populated Linux device trees for newly designed hardware
- Add features to NVIDIA Linux Kernel to expand camera platform capabilities
- Solved hardware and software bugs using Linux and hardware analysis tools on custom hardware
- Tools and Technology: C, Python, Linux Kernel, Git, Gerrit

Herrick Technology Labs · Software Intern

Sep. 2020 to Dec. 2020

- Worked on an inter-disciplinary team tasked with producing a multi-faceted sensing solution for US military avionics
- Wrote libraries to communicate with HTL radio solutions over a range of protocols including TCP over Ethernet and UART
- Optimized radio based object tracking algorithm leveraging GPU based hardware acceleration
- Tools and Technology: C++, Python, Git, Cuda

Blue Spiral · Software Developer

June 2020 to Aug. 2020

- Wrote iOS application for on-the-spot employee performance reviews using SwiftUI
- Updated existing image processing pipeline to use the newest Azure OCR API
- Developed software to detect vegetation levels from drone footage
- Tools and Technology: C#, Swift, Python

Ball Bowler · Software Developer

Jan. 2019 to Nov. 2019

- Designed and developed a UI for a miniature bowling lane
- Implementing scoring logic and user interface on a LattePanda single board computer
- Captured state of bowling pins using computer vision
- Tools and Technology: Java, JavaFX

Blue Spiral · Software Intern

Aug. 2017 to Aug. 2018

- Developed object detection training pipeline built on top of Tensorflow
- Applied object detection pipeline for the detection of unwanted ducks
- Tools and Technology: C#, Python, C++, Tensorflow

Valogix · Software Intern

July 2016 to Nov. 2018

- Developed a web application for keeping track of the over 100 deployed applications
- Resolved bugs and incorporated features in the existing Valogix code base
- Tools and Technology: Java, Spring, Spring Boot, PostgreSQL, Groovy

Activities

Electric Vehicle Team

Firmware Lead

May 2020 to May 2022

Firmware Member

Dec. 2018 to May 2020

- Develop a custom software library for developing firmware on EVT produced hardware (EVT-core)
 - Produce object oriented based software layered on top of the STM32 Hardware Abstraction Layer (HAL)
 - Wrote drivers to support various communication protocols in EVT-core including CAN, UART, I2C, and PWM
- Designed and developed firmware for the EVT produced battery management system
- Added support for CANopen to EVT-core for communication across the motorcycle systems