

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: 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.