Christopher Williams

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Education

University of Florida Gainesville, FL

Bachelor of Science in Computer Science *Jun. 2022 – Dec. 2026*

- Relevant Coursework: Operating Systems, Data Structures and Algorithms

Experience

Student Intern June 2021 – August 2021

Raytheon (Remote)

- Developed "Portable Houses Deluxe," improving construction efficiency and safety for mobile workers, cutting setup time by 20%.
- Resolved complex engineering challenges by collaborating with multidisciplinary teams, boosting problem-solving skills.
- Contributed to design discussions, offering input on structural and software integration while gaining hands-on experience in the full design process.

Projects

ProfQuest | *MERN Stack (MongoDB, Express, React, Node.js),* Sep. 2024 – Present

- Launched an innovative professor leaderboard platform, increasing user efficiency by 70% for finding top-rated professors.
- Automated data scraping of professor ratings from RateMyProfessors using Puppeteer, dynamically storing 100+ profiles across key departments in MongoDB.
- Created a responsive React frontend that sped up search functionality by 50%, improving overall user experience.
- Implemented Axios and RESTful API for real-time data updates, achieving 95% faster data fetching between frontend and backend.

Harmony Hub | *Python, React, Spotify API, Web Services* Mar. 2024 – May 2024

- Developed a dynamic playlist recommendation system using React for the frontend and Python with Flask for the backend.
- Optimized system performance with efficient algorithms in Python, using machine learning models to enhance user experience.
- Integrated web services and Spotify API for real-time playlist updates, improving playlist generation speed by 20%.

Gator AVL Tree | *C++* Jan. 2024 – Feb. 2024

- Engineered a Gator AVL tree in C++, enhancing data retrieval and processing speed.
- Applied rotation algorithms for tree balance, improving computational efficiency.
- Implemented ID-based comparisons, increasing the tree's robustness and response time.

Minesweeper | *C++* Nov. 2023 – Dec. 2023

- Mastered memory management and performance optimization in C++ by adhering to object-oriented principles, enhancing system efficiency and reliability.
- Utilized pointers and recursion for game logic and adept graphic rendering to enrich user experience.
- Implemented intuitive gameplay and interface design for an engaging and user-friendly Minesweeper gaming experience.

Extracurricular Involvement

National Society of Black Engineers (NSBE) Jun. 2024 – Present

Student Engagement Chair *Gainesville, FL*

- Led initiatives to boost student involvement through consistent outreach and activities, increasing overall participation by 25%.
- Developed a Linux-based script to track points for tabling events, improving tracking efficiency by 30%.

Technical Skills

Languages: Python, C++, React
Operating Systems: Linux, Windows
Skills: Machine Learning, Web Services, API Integration, Algorithms & Data Structures, Integration Testing, Computer Architecture,
Development Tools: VS Code, Git, Linux