

COLLIN PRINCE

Phone: (317)-850-5756 | Email: cprince99@ucla.edu
Website: www.collinprince.com
LinkedIn: www.linkedin.com/in/collinprince1
GitHub: www.github.com/ciege99

Education

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Expected Graduation in March 2022

B.S. Computer Science

GPA 3.80

Courses: Data Structures, Algorithms, Operating Systems, Software Construction, Discrete Math, Linear Algebra, Statistics

Activities: Director of Technology at Bruin Entrepreneurs, C.S. Honors Society, Creative Labs

Experience

SBB RESEARCH GROUP – Software Engineer Intern

Chicago, IL

June 2020 – September 2020

- Built production full-stack web applications for options trading utilizing React, Redux, Java, and MySQL
- Optimized backend software to compute historical positions and gains for past trades
- Developed comprehensive test environment for options trading services using Jest and TypeScript

IDEMIA – Software Engineer Intern

Minneapolis, MN

June – September 2019

- Utilized Angular to implement UI/UX features, such as dropdown menus with HTML, CSS, and TypeScript, into Driver's License Enrollment software used in 40+ states
- Increased efficiency and success rate of CI Automation, using TypeScript, NodeJS, and MSSQL to implement asynchronous testing using Protractor
- Worked in an Agile Scrum Environment as part of engineering team, gaining valuable knowledge of tech management

AFFINITY – Co-Founder

Los Angeles, CA

Aug 2020 – Present

- Developing Chrome Extension to analyze bias in news articles using React, Django, and Postgres
- Utilizing Python to facilitate web scraping and analysis of news articles
- Conducting market analysis and product research to develop business strategy and marketing

Projects

QUARANCOMFORT

QuaranComfort.com

April 2020

- Built website to analyze disposition and feelings among general population of the US during the COVID-19 Quarantine
- Designed front-end of website using HTML, CSS, and JavaScript, and implemented backend using PHP and MySQL
- Gained experience using AWS to deploy and host web applications with Apache

ZOMBIE DASH

Los Angeles, CA

February 2019

- Coded OOP-based video game using inheritance, polymorphism, and data structures in C++
- Formulated streamlined AI to manage user input and activate NPC events

Skills

Languages

C, C++, Python, Java, JavaScript, TypeScript, Bash Script, PHP, HTML, CSS

Tech/Framework

React, Angular, React Native, MySQL, MongoDB, Git, Node.js, Django, NumPy, Apache