Cole Smith

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EDUCATION

University of Florida — Aug. 2023 – May 2027
Bachelor of Science in Computer Science — *Cumulative GPA: 4.00*
- **Minors**: Mathematics, Statistics
- **Honors**: University Scholar (publication by April 2025)
- **Relevant Courses**: Data Structures, Algorithms, Software Engineering, Computer Organization, Computational Linear Algebra, Discrete Structures, Statistics

EXPERIENCE

Software Engineering Intern — May 2024 – Aug. 2024
Intuit Credit Karma — *Charlotte, NC*
- Developing an internal Scala library with tools to manage and interact with Kafka clusters, with features such as offset management, rolling restart, and partition rebalance
- Aiming to improve cluster incident response velocity by democratizing Kafka operations to all engineering teams, with guardrails in place to preserve safety

Teaching Assistant — Jan. 2024 – May 2024
COP3502: Programming Fundamentals 1 — *Gainesville, FL*
- Held office hours 3x/week, created exams and quizzes, and helped students in the Discord
- Created exams and quizzes for over 500 students

Undergraduate Researcher — Oct. 2023 – Present
UF SurfLab — *Gainesville, FL*
- Developing an iOS client for a surgery simulator, refactoring the remote and local servers to allow for device connection, and testing with surgeons from the UF Shands hospital
- Integrated a Bernstein-Bezier coefficient generator for polar patch generation, extending sector support from 3-8 to any arbitrary $n \geq 3$, allowing for greater mesh compatibility for B-spline patches

Technical Officer — Sep. 2023 – Present
UF Software Engineering Club — *Gainesville, FL*
- Developing a full-stack React Native mobile application aimed at unifying the UF club experience
- Collaborating in an Agile team environment on the R&D team, working on larger, experimental projects

PROJECTS

Sentimentor | *React, TypeScript, Node, MongoDB, FastAPI, TensorFlow, PyTorch* — Mar. 2024
- Developed frontend and backend for a sentiment collection tool for professors to use during lectures
- Enabled seamless room creation/joining with join codes, and sentiment collection through manual input and/or facial analysis using Residual Masking Network

PathPilot | *React, TypeScript, Node, Framer Motion, Google Maps API, OpenStreetMap* — Mar. 2024
- Processed over 136GB of OSM data into a directed graph with distance/speed limit as an edge weight
- Developed frontend and backend to perform route calculation using Dijkstra's and A*, using difference in angle between current node and next node with the end node as a heuristic

TECHNICAL SKILLS

Languages: Scala, Java, Python, C/C++, JavaScript/TypeScript, HTML/CSS, Swift, GraphQL, SQL
Frameworks & Libraries: React, Node.js, Flask, Tailwind, Framer Motion
Tools & Environments: Apache Kafka, MongoDB, Git, Unix/Linux, SaltStack, IntelliJ IDEA, Visual Studio