

Cole Smith

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

Aug. 2023 – May 2027

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

Intuit Credit Karma

May 2024 – Aug. 2024

Charlotte, NC

- Platform engineering involving Scala and TypeScript

Teaching Assistant

COP3502: Programming Fundamentals 1

Jan. 2024 – May 2024

Gainesville, FL

- Held office hours 3x/day and actively helped students on the course Discord
- Created exams and quizzes for over 500 students

Technical Officer

UF Software Engineering Club

Dec. 2023 – Present

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
- Added an endpoint to allow developers to push app-wide alerts, and emoji reactions to announcements

Undergraduate Researcher

UF SurfLab

Aug. 2023 – Present

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

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: Python, C/C++, JavaScript, TypeScript, HTML/CSS, Swift, Java, Scala, SQL

Frameworks & Libraries: React, Node.js, Flask, Tailwind, TensorFlow

Developer Tools: MongoDB, Git, Unix, Linux, VS Code, Visual Studio