

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 to manage and interact with Kafka clusters, including tools for offset management, rolling restart, and partition rebalancing
- Aiming to improve cluster incident response speed by democratizing Kafka operations across all engineering teams, with necessary guardrails to ensure production safety

Teaching Assistant

Jan. 2024 – May 2024

COP3502: Programming Fundamentals 1

Gainesville, FL

- Conducted office hours three times per week and assisted students via Discord
- Developed and administered exams and quizzes for a cohort of 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, expanding sector support to any arbitrary $n \geq 3$, enhancing 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 to unify the UF club experience
- Collaborating in an Agile team environment on the R&D team, focusing 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 via manual input and 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 and speed limit as edge weights
- Developed frontend and backend for route calculation using Dijkstra's and A* algorithms, incorporating angular difference 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, Docker, IntelliJ IDEA, Visual Studio