

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:** UF Honors Program, University Scholar (publication mid-2025)
- **Relevant Courses:** Data Structures, Algorithms, Software Engineering, Computer Organization, Computational Linear Algebra, Discrete Structures, Statistics

TECHNICAL SKILLS

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

Frameworks & Libraries: React, Node.js, Flask, Akka, TailwindCSS

Tools: Apache Kafka, MongoDB, Git, Unix, Linux, Docker, GCP, BigQuery, CircleCI

EXPERIENCE

Software Engineering Intern

Intuit Credit Karma

May 2024 – Aug. 2024

Charlotte, NC

- Developed an internal Scala library for managing Kafka clusters, enabling **98% faster** offset resets, rolling restarts, and partition rebalancing
- Engineered an automated task that updates BigQuery table schemas upon merging changes in the schema repository, eliminating the introduction of human error

Teaching Assistant

COP3502: Programming Fundamentals 1

Jan. 2024 – May 2024

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

UF SurfLab

Oct. 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, expanding sector support to any arbitrary $n \geq 3$, enhancing mesh compatibility for B-spline patches

Technical Officer

UF Software Engineering Club

Sep. 2023 – Present

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