

# 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 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 partition rebalancing, rolling restarts and **98% faster** offset resets
- Configured an automated PR workflow for scalable integration of the library into production services
- Engineered a BigQuery schema loader task for robust changes to table schemas

### 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