

Colin Cockburn

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WORK EXPERIENCE

Mobile Development Intern | Project: Human City December 2022 - February 2023
As a mobile developer intern, contributed to a React Native mobile application using JavaScript, collaborating with the development team to implement new features, debug issues, and improve the overall user experience.

START UP COMPANY

Motiv App | Chief Sales Officer, Customer Success Manager 2021- Present

- Start up in the development stage of a mobile application meant to combine event planning and social media specifically for university students. Allows students and local businesses to post public or private events as well as giving students easier access to information about their social circles plans.

PROJECTS / EXPERIENCE

AWS DeepRacer Hackathon March 2023
Python, AWS
Participated in a hackathon and gained hands-on experience with AWS DeepRacer, applying machine learning concepts to develop a self-driving model car.

- Strong focus on coordination and collaboration.

2D Platformer Video Game January 2023 - April 2023
C#, Unity
Collaborated with a team to develop a 2D platformer using Unity, implementing features such as player movement, enemy AI, level design, and game mechanics, resulting in a fun and engaging game experience.

- Used Git for version control

Airbnb Knock Off September 2022 - December 2022
Python, SQLAlchemy
Led a team project that involved building a command-line interface application with Python and SQLAlchemy to mimic Airbnb's functionality, implementing features such as user authentication, property listings, booking management, and database management.

- Used Git for version control
- The project required an emphasis on coordination and communication.

Wordle Answer Calculator April 2022
Python, Tkinter.
Calculator that takes game state as input and outputs the optimal next possible guesses. Utilizes Tkinter toolkit for the UI. Calculations based on average information entropy and word usage frequency data.

- Deals with computing, storing, and accessing large amounts of information as well as solving efficiency issues.

EDUCATION

Queen's University | Bachelor of Computing Honors, Computer Science Specialization. Expected April 2024

- Currently in the third year of the program and pursuing focus in artificial intelligence.
- Current GPA: 4.02 (4.3 scale)

TECHNICAL SKILLS

Python | Java | JavaScript | React Native | C | C# | Git | Linux Shell Scripting | Swift / Xcode (beginner)

SOFT SKILLS

Collaboration | Communication | Independence | Adaptability | Creativity | Curiosity | Leadership