

Colin J. Hartigan

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Objective

Self-driven and resourceful computer engineering major with professional experience in collaborative fast-paced environments as a programmer. Successful solo full-stack developer: created applications with over 200,000 total downloads. Seeking a software engineering internship for May - August 2022.

Education

Georgia Institute of Technology | Atlanta, GA
Bachelor of Science in Computer Engineering

August 2022 - Present
Expected Graduation, May 2026

Marriotts Ridge High School | Marriottsville, MD
High School Diploma, GPA 3.97/4.00

August 2018 - May 2022

Skills

Programming & Frameworks: Python, JavaScript (React, Material UI), HTML/CSS (TailwindCSS), C++ (Arduino), Lua

Hardware: Raspberry Pi, Arduino

Software: Visual Studio Code, GitHub, Arduino IDE

Languages: English (native), Spanish (conversational)

Experience

Johns Hopkins Applied Physics Laboratory (APL), Laurel, MD

Nation's largest university research center supporting U.S. government technology development programs and national priorities.

ASPIRE High School Intern, Space Exploration Sector

October 2021 - May 2022

- Researched and built artificial intelligence systems utilizing weather satellite data to predict and visualize the spread of water-borne illnesses
- Leveraged multithreaded concurrent programming in Python to increase efficiency of data parsing using Pandas (data analysis library)
- Trained AI model with TensorFlow machine learning platform

ASPIRE High School Intern, Research and Exploratory Development Department

October 2020 - May 2021

- Wrote CNC G-code parsing and visualization software in Python for circuit-producing, additive manufacturing printer
- Filed an intellectual property disclosure at APL due to originality and utility of software as a debugging tool

Sandy Hill Camp and Retreat Center, North East, MD

Regional youth outdoor summer camp focused on team building and skills development

Counselor

Summer 2021 & 2022

- Supervised and led groups of 12 pre-teenagers at weeklong sleep-away camp
- Taught courses in team building, outdoor skills, music, and sports to 20-30 students

Projects

VALORANT Inventory Manager

September 2021 - Present

Third-party application for the video game VALORANT written in JavaScript and Python used to manage a user's inventory of cosmetic items. Implements additional features not found in the game's client including cosmetic randomization and a more intuitive user interface/experience.

- 200,000+ downloads, 20%+ user retention rate, global userbase (< 10% of users reside in United States)
- Designed and built frontend using React and Material UI
- Implemented a custom application-game communication protocol using websockets (Python) and HTTP requests

Activities & Honors

Future Business Leaders of America Competition Awards

2019 - 2022

- Computer Applications - 2nd place in state (2022), Social Media Strategies - 7th place in region (2021), Marketing - 6th in state (2019)