

COLLIN PRINCE

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Education

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Expected Graduation in March 2022

B.S. Computer Science

GPA 3.86

Courses: Operating Systems, Networking, Data Structures, Algorithms, AI, Web Applications, Discrete Math, Linear Algebra, Statistics

Activities: Technology Director at Bruin Entrepreneurs, Director of 1000 Pitches, C.S. Honors Society, Creative Labs

Experience

JUMP TRADING – Software Engineer Intern

Chicago, IL | June – August 2021

C++

- Developing backend and data infrastructure of internal applications

SBB RESEARCH GROUP – Software Engineer Intern

Chicago, IL | June – September 2020

Java, TypeScript, React, Redux, Jest

- Spearheaded development on full-stack web applications and REST APIs for options trading
- Optimized backend software to compute positions and gains for trades and enhance historical analysis features
- Formulated comprehensive unit test environment for options trading services and analysis tools

IDEMIA – Software Engineer Intern

Minneapolis, MN | June – September 2019

TypeScript, NodeJS, MSSQL, Selenium, Protractor

- Wielded Angular to implement UI features into Driver's License Enrollment software used in 40+ states
- Boosted efficiency of CI Automation, implemented asynchronous testing with 100% reliability rate by end of internship
- Collaborated in an Agile Environment as part of engineering team, gaining valuable knowledge of tech management

Projects

BRUIN ENTREPRENEURS – Tech Director

Los Angeles, CA | May 2020 – June 2021

React, NodeJS, Heroku

- Created React template codebase to be used across all organization events and initiative websites
- Orchestrated backend maintenance and deployment of web applications employing AWS and Heroku
- Led backend development on application that will serve to connect student entrepreneurs at UCLA

QUARANCOMFORT

QuaranComfort.com | April 2020

JavaScript, HTML, CSS, PHP, MySQL, Apache, AWS

- Built website to analyze disposition and feelings among general population of the US during the COVID-19 Quarantine
- Offered analytics to users through presenting statistics with PHP Charts API

SELECTED ACADEMIC PROJECTS

Los Angeles, CA

- Reliable Transport Layer – Implemented Selective Repeat Protocol with packet-loss tolerance in C
- CFG Parser – Wrote OCaml program to parse context-free grammars and determine if inputs are in grammar
- Blog Website – Constructed full-stack application to upload and display blog posts, protected through authentication
- Zombie Dash - Developed OOP-based video game using inheritance, polymorphism, and data structures in C++

Skills

Languages

C/C++, Python, Java, JavaScript, TypeScript, Bash Script, HTML, CSS

Tech/Frameworks

React, Angular, MySQL, MongoDB, Git, Node.js, Django, NumPy, Apache, Linux