

Cameron Greene

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EDUCATION

Santa Clara University, Santa Clara, CA

Bachelor of Science in Computer Science and Engineering, Jun 2025

Minor in Electrical Engineering.

PROFESSIONAL EXPERIENCE

Trimble Inc., Sunnyvale, CA

Jul 2023 - Sep 2023

Software Engineering Intern

- Designed and developed Full Stack application with purpose of testing dozens of industry-grade products using Python, Flask, JS, and SQL.
- Collaborated with cross-functional teams and delivered high-quality software solutions to enhance testing process efficiency by 500%.
- Devised scalable infrastructure for creation, collection, and analysis of hundreds of thousands of data points.
- Leveraged skills in HTML / CSS/ JS web development to create a powerful User Interface capable of managing complex tasks.
- Prepared comprehensive documentation, including user manuals and technical diagrams, in order to facilitate seamless knowledge transfer and ensure maintainability of the application.

Booster Electronics Technology Co, Ltd, Santa Clara, CA

Jan 2022 - Jun 2022

Assembly Engineer

- Operated in deadline-driven team environment of 6 engineers requiring coordination and organization.
- Routed and integrated technical and electrical components for 4 industry-quality projects. Contracted by Tesla for on-site work at Tesla Gigafactory in Reno, Nevada.
- Trained 3 new employees, aiding in onboarding process and instructing new personnel on workplace practices.

SKILLS

- Languages: Proficiency in C++, C, HTML, CSS, JavaScript, Python, SQL, React.js.
- Skills: Unity, Git, Linux, Command-Line Interface, Flask, Firebase, UI / UX Design, Figma, Visual Studio Code.

PROJECTS

- Recreated classic games such as Tetris, Minesweeper, and Galaga from scratch leveraging Java-based software.
- Built algorithm to randomly generate a valid sudoku board, implemented with C++.
- Constructed a searchable graph architecture in Python to analyze relationships between video game data collected from public APIs from favorite game.

LEADERSHIP EXPERIENCE

IEEE Santa Clara University, Project Lead

Feb 2023 - Present

- Designed and managed student-involvement project to expose lower-classmen to advanced electrical engineering concepts in a collaborative environment.
- Taught 20+ students skills such as circuit design and soldering, and made it fun!
- Organized budgeting and ordering of \$3000 of electrical components from all over the nation.
- Conducted weekly meetings with faculty, industry professionals, and other sources when devising projects.

ACHIEVEMENTS

- First Prize - INRIX Hackathon, 2021.
- - Incorporated industry-grade APIs into Node.js application to parse transportation data.
- - Won first prize award out of 200+ participants for a business visualization tool.
- Hack for Humanity, 2022.
- - Team development of a full-stack mobile application to facilitate community volunteering by connecting those in need with those willing to work.
- - Collaborated to construct an online chat interface using Flutter and Firebase, capable of real-time messaging.