

# Collin H. Irwin

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## Education

**B.S. in Computer Science** University of Florida May 2013 - May 2017  
Honors College  
GPA: 3.51 as of Spring 2015

## Experience

**Riversoft** Software Engineering Intern May 2015 - August 2015

- Utilized C# and Xamarin to create a highly maintainable cross-platform mobile application.
- Implemented design patterns, MVVM architecture, and Robert Martin's Clean Coding practices to ensure maintainability.
- Implemented unit tests, integration tests, and UI tests to help prevent bugs and errors.
- Later optimized application by reducing bandwidth usage 2500%, total line count by 30%, and memory usage by 20 Megabytes (50% on Android).

**Riversoft** Software Engineering Intern June 2014 - August 2014

- Wrote a prototype employee tracking application for Android using Java. Project was deemed a success and the application was funded for further development.
- Created new graphics utilizing SVG format for scalability. Graphics are to be implemented in the next release of Riversoft software.

**UF Programming Team** ICPC Regionals Competitor September 2015 - Present

- Applied data structures/algorithms to solve computer science problems in timed events.

## Involvement

**UF Computer Science Department** Representative September 2015 - Present

- Sole ESAC representative of the CISE student body in matters of college administration.
- Implemented twice weekly office hours and facilitated inter-organization communication.
- Work alongside the UF ACM to administer a weekly 'Friday Night Hacks' microhackathon.

**HackDuke Hackathon** 'Hacker' November 2015

- Lead a small team of five developers to create an educational videogame.
- Programmed in C# using the Unity framework to complete software in just 24 hours.

**HackFSU Hackathon** 'Hacker' April 2014

- Designed and partially implemented a Java-based Wikipedia scraper and learning tool

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## Skills

- Languages:** Experienced: *Java, C#*. Proficient: *C++, SQL*. Learning: *Javascript, Ruby*.
- Coursework:** Data Structure & Algorithms, Databases, Networking, Operating Systems, Design Patterns, Object-Oriented Programming, Computer Hardware, Cryptography.
- Self-Taught:** Web development, 'Clean Code', and Design Patterns. *More to come.*