Kolby Samson | Resume

Student at University of Washington-Bothell

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Education

University of Washington-Bothell - B.S. Computer Science & Software Engineering — Sep 2019 - Jun 2022

· 3.88 GPA

Skills

Programming Languages -

· Java
· C++
· Python

Tools & Technologies -

· Git
· IntelliJ IDEA
· Visual Studio Code
· Visual Studio Community

Projects

Skill Bank - Skill Practice Tracker — Sep 2020 - Oct 2020

· Desktop Java Application allowing users to track accumulated skill practice hours
· Designed Java Swing GUI to allow users to intuitively view and manage their unique skill banks
· Integrated skill tracking with to-do list functionality to boost user productivity
· Implemented application unit testing using the JUnit testing framework

Raava Discord Bot - Server Logging Bot Application — August 2020

· Python Bot Application connected to servers on the Discord communications platform
· Leveraged the Discord API through the discord.py API Wrapper library
· Expanded upon Discord's "Audit Log" feature with additional logging events to support server administrators
· Implemented custom utility commands for server users and administrators to view logs and retrieve server information

Collectibles Store Simulator - Store Management Simulation — June 2020

· Command-Line C++ Application simulating a collectibles store
· Designed customer database, inventory system, and transaction management system using object-oriented design principles
· Integrated the Factory and Command design patterns to enable greater program extensibility
· Implemented simulation logic using data structures such as hash tables, binary trees and arrays

Image Segmentation Application - Seed-Based Image Segmentation — March 2020

· Desktop C++ Application allowing for segmentation of images into distinct color regions
· Leveraged custom image wrapper library to process input images
· Analyzed image pixels recursively to generate distinct color segments
· Implemented linked list data structures to keep track of connected groups of pixels