Kolby Samson | Resume

Student at University of Washington-Bothell

Status: CSSE Major at UW-Bothell
Concentrations: Backend Software Development
Programming Languages: Java, C++, Python
Tools/Technologies: Git, Visual Studio Code, Visual Studio Community, IntelliJ IDEA, Eclipse

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Summary

Junior Computer Science and Software Engineering Student studying at the University of Washington-Bothell graduating in June 2022. Experienced in Backend Software Development using Java, C++, and Python. Looking for Software Engineering Internship opportunities for Summer 2021.

Education

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

· 3.88 GPA

· Activites: Association for Computing Machinery (ACM), Gray Hats Cybersecurity Club

· Relevant Coursework: Data Structures & Algorithms (CSS 342 + 343), Operating Systems (CSS 430), Scripting Languages (CSS 390), Software Engineering (CSS 360), Information Assurance & Cybersecurity (CSS 310)

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 (Class Project) — 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 databases using data structures such as hash tables, binary trees and arrays

Image Segmentation Application - Seed-Based Image Segmentation (Class Project) — 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