

James Lamkin

(208) 488-8733 | jamesclamkin@gmail.com | linkedin: james-lamkin | github: lamkin1

EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelor of Science - Computer Science, Minor - Data Science, GPA: 3.3

San Luis Obispo, CA

Expected Graduation Date: 2025

Relevant Coursework: Operating Systems, Programming Languages, Computer Vision, Knowledge Discovery from Data, Computer Security, Database Systems, Software Engineering, Algorithms, Systems Programming, Data Structures, Object-Oriented Programming, Computer Architecture

TECHNICAL SKILLS

Languages/Frameworks: Python, Java, C, JavaScript, Flutter, Dart, React, SQL, HTML, CSS, R

Tools: Scikit-learn, OpenCV, NumPy, Unix, Vim, Github, GDB

WORK EXPERIENCE

Web Master and Software Developer - California Center for Construction Education (C.C.C.E) March 2023 - Present

- Manage the daily maintenance of Cal Poly's C.C.C.E. website and consistently implement design improvements
- Support the facilitation of C.C.C.E recruiting events such as the Construction Management Career Fair
- Designed and established infrastructure enabling REST API integration to automate real-time updates of website content
- Implemented webhooks to deliver instantaneous updates on recruitment registration and infrastructure health
- Designing and Developing a Flutter/Dart mobile application utilizing Firebase for data storage and management

PROJECTS

Pose Master | *Python* November 2023

- Utilized OpenPose body detection and OpenCV's deep neural network for real-time dance pose comparison
- Implemented algorithms to measure variance between user and reference/test dances

Nexus Interpreter | *Standard ML* November 2023

- Developed an interpreter for the Nexus prog. language, implementing static and dynamic type checking mechanisms

Soccer Match Outcome Prediction | *Python* June 2023

- Designed and implemented a soccer match outcome prediction system using Random Forest and Bayesian Classifier
- Integrated diverse datasets encompassing historical match data and team performance metrics

Spider World | *Java* June 2023

- Employed the AGILE Scrum methodology to design, develop, test, deploy, and maintain Java programs
- Incorporated robust OOP principles and design patterns to develop effective and efficient code

Sigma Phi Delta Mobile App | *Flutter, Dart, Firebase* December 2022 - March 2024

- Lead the design phase of a user-friendly multi-purpose mobile app for a professional society
- Implemented innovative features and functionalities utilizing TypeScript and React Native

Minimal Shell | *C* May 2022

- Developed a terminal shell which prompted the user for Unix commands
- Implemented file system navigation, process forking, signal handling, and error checking

Huffman Encoder and Decoder | *C, Python* April 2022

- Developed a file compressor/expander which applied the Huffman encoding algorithm and bit manipulation
- Tool compressed the original file to ~38% of the original size

EXTRACURRICULAR ACTIVITIES

Sigma Phi Delta - *Professional Engineering Society* March 2022 - Present

- Leading professional development events for members to enhance their skill sets as the Professional Chairman
- Organizing events for members to bond through athletic activities as the Athletic Chairman

Marching Band | California Polytechnic State University, San Luis Obispo CA | Boise High School, Boise ID 2018-2022

- Worked with a large group to perform in competitions and sport games
- Effectively cooperated and communicated with 150+ members to perfect our art