Oliver Camp

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EDUCATION

University of Michigan Ann Arbor, MI

B.S. in Computer Science *Graduating April 2025*

Courses: Data Structures & Algorithms, Discrete Mathematics, Introduction to Computer Organization, Foundations of Computer Science, Programming and Introductory Data Structures, Calculus 1 & 2

Activities: Michigan Men's Rowing, Michigan Real Estate Club, Blockchain at Michigan)

SKILLS

Programming: Proficient: C++, Python — Familiar: Java, MongoDB, ReactJS
Software: Logic Pro X, Abelton Live, FL Studio, Pro Tools, Adobe Photoshop, Adobe Illustrator, Final Cut Pro

EXPERIENCE

Software Engineer Fellow May 2023 - Present

Headstarter *New York City, NY*

- Developed Full-stack applications using Javascript, Bootstrap and React for frontend, and Amazon Web Services (AWS), MongoDB, Firebase, and Express for backend
- Coached by Amazon, Capital One, and Headstarter engineers on patterns like: Git, Agile, and Microservice

Virtual Insight Series May 2023 - Present

Goldman Sachs *Virtual*

- Chosen among a pool of over 10,000 candidates to engage in a preparatory program that offers valuable insight into Goldman Sachs's culture, business, and skills necessary be a competitive applicant
- Gained knowledge regarding the company, strengthened recruitment skills, developed career goals

Rowing Coach June 2022 – July 2022

Stanford University *Redwood City, CA*

- Directed a learn-to-row camp where I taught highschoolers the fundamentals of rowing technique, introduced them to rowing culture, and led the group in activities such as: warm-ups, stretching, runs, and equipment etiquette
- Influenced a few highschoolers to row competetively at local clubs and who are are now being recruited by top 20 universities and premier rowing clubs

Oarsman Aug 2021 – Present

Michigan Mens Rowing *Ann Arbor, MI*

- Competed the 2nd varsity eight and executed multiple first place wins throughout the fall and spring season
- Results: 2023 National Champions - ACRA Overall Team Points, 2nd Varsity Eight Oarsman (1st Place - George Washington Invitational, 1st Place - MACRA, 1st Place - Lubber's Cup, 1st Place - Bald Eagle Invitational, 1st Place - Bucknell Duel, Grand Finals NIRC)

PROJECTS

Elevators Game and AI | *C++* ⚲ <u>Elevators Overview</u>
- ∗ Developed an AI that analyzes the current game to discover moves that maximize points and minimize anger
- ∗ AI scored 2nd in a class of 900+ students by achieving an AI score of 1271
- ∗ Built a game that simulates a nine-story hotel elevator system where guests are randomly spawned on floors and the player needs to efficiently deliver guests to their desired floors before the guests pass out from impatience

Euchre Game and AI | *C++* ⚲ <u>Euchre Overview</u>
- ∗ Designed an AI that continuously adapts according to tier-based ranking, the moves of other players, and round numbers to place the card that will yield the maximum number of points
- ∗ Implemented the four-person, Michigan-famous Euchre card game with polymorphism, pointer arithmetic, and abstract data types using a tier-based ranking of cards, which adapts after each hand is played