Phillip A. Vanderlaat

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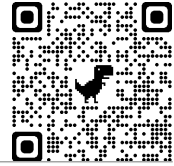
Objective: I am a motivated computer science student seeking an internship that will permit me to add value to your organization while developing my technical and leadership skills

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Education:

<u>University of Florida</u>: Bachelor of Science, Computer Science (GPA: 3.7)   (Spring 2020-Fall 2024)

Skills:

Languages:			Software:	
-Java	-JavaScript	-English	-Unity	- On Shape 3D CAD
-C++	-HTML	-Spanish	-Photoshop	-JetBrains IDEs
-C#	- MongoDB	-Swedish	-GitHub	-GitLab
-CSS	- Git			

Experience:

<u>UX Designer and Technical Officer at the UF Software Engineering Club</u> (2020-present)
- Contributing to the development of the club-wide app, Clubfinity
    - Involved with front end user experience and backend development
- Participating in events, meetings and workshops for software engineering

<u>UF Game Development Association Member</u> (2020-present)
- Creating a 2D game from scratch with one other member
- Contributing to the development of a large scale, club-wide game

<u>UF Intramural Referee</u> (2021-present)
- UF Rec-sports, Gainesville

<u>Semi-Professional Ice Hockey Player</u> (2018-2020)
- Northern Cyclones, Nashua, NH (National Collegiate Developmental Conference)

Projects:

<u>Sentinel </u>(Swamp Hacks, January 2021)
- Learned HTML, CSS, and JavaScript to create a sleek and functional website without a framework
- Winner of the Infotech, most innovative use of a public dataset for the public good, award

<u>Clubfinity</u> (2020-present)
- Learning about and contributing to the front and back end of a large-scale app
- Learning JavaScript, Node.js, React Native, and MongoDB

<u>Rona-Rampage</u> (2020-present)
- Learning C# to program a 2D video game using Unity's game engine
- Designing character sprites and maps with Photoshop

<u>Weather Finder</u>, (Shell Hacks, September 2020)
- Learned React.js framework to create a basic website