Cole Reardon

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EDUCATION

Northeastern University   **September 2019 – May 2023**
Bachelor of Science in Computer Science and Business Administration   *Boston, MA*
Awards and Activities: Dean's List, Code4Community, Student Conduct Board

TECHNICAL SKILLS

Languages: JavaScript & TypeScript, Java, Python, C, C++, HTML, CSS, SQL, Swift
Developer Tools: VS Code, Eclipse, IntelliJ, Firebase, XCode
Technologies/Frameworks: Node.js, React, Linux, Jest, Git, Next.js, Altair, WebGL, PostgresSQL, MySQL, Flask

PROFESSIONAL EXPERIENCE

RECUR Forever, Inc.   **January 2022 – July 2022**
Frontend Engineer   *Boston, MA*
- Delivered 4 seamless websites by constructing over 30 React components from UI designs for superior UX.
- Boosted developer efficiency 1.5X by refactoring 5 key design system components, reducing development time by 50%.
- Maximized customer attention and engagement by creating a real-time sale drop counter via internal APIs, driving a 25% increase in customer sign-ups and achieving a 1-minute product sellout.
- Enhanced website stability by resolving 10+ bugs through rigorous Jest unit testing to reduce new bug tickets by 90%.
- Collaborated closely with the product and design teams in an agile environment to develop advanced user interfaces, ensuring seamless integration of design elements and user experience principles.

Fidelity Investments   **January 2021 – July 2021**
Software Engineer   *Boston, MA*
- Led a team of 2 engineers in crafting a Java, HTML, and CSS presentation generator to save over 3 hours per presentation for each business unit.
- Conceptualized and implemented a visualization tool, yielding time savings of over 24 hours annually for each business unit.
- Architected and executed a survey-style solution to replace phone-based client transactions, yielding 2-hour times saving per call and annual cost reductions of $50K.
- Consistently demonstrated hands-on expertise as a self-motivated engineer, resulting in a 15% increase in project efficiency and a 10% reduction in bug reports.

PROJECTS

Personal Portfolio | *Astro.js, HTML, TypeScript, Netlify, Figma*   **August 2023**
- Designed a well-rounded portfolio in Figma by employing UI/UX principles, blending aesthetics with functionality.
- Orchestrated development of 5 distinct pages, each enriched with bespoke elements, animations, and content.
- Ensured accessibility by rigorously testing the site with 4 web browsers for impeccable mobile and desktop performance.
- Leveraged Netlify for website hosting, and skillfully executed form submission handling to ensure robust functionality.

Code4Community – Project Constellation | *JavaScript, React, CSS*   **May 2023**
- Simplified UX with a custom algorithm and React hook for concurrent filtering, search, and sorting of 200+ records.
- Enriched functionality through 4 TypeScript-based pages, empowering a seamless and responsive web experience.
- Elevated project quality by conducting several thorough code reviews to support peers' contributions.

Gym Traffic Tracker Widget | *JavaScript, Apple JavaScriptCore, Scriptable*   **February 2023**
- Engineered a web scraper to extract gym capacity data and transform it into JSON format for enhanced usability.
- Developed 2 intuitive gym capacity widgets, displaying real-time data tailored to distinct user needs.
- Leveraged JavaScript and Apple native APIs to craft real-time updating home screen widgets with Apple-like aesthetics.

Ray Tracers – Online and Offline | *TypeScript, WebGL, HTML*   **July 2022**
- Engineered a TypeScript-based offline ray tracer from the ground up, including 4 material options to render .obj files.
- Implemented an online, dynamic, and interactive ray tracer using WebGL shaders, incorporating real-time rendering.
- Optimized efficiency with a 50% processing time reduction by integrating a bounding volume hierarchy structure.