

SEAMUS HINZ

Gainesville, Florida | 813-947-1200 | seamushinz@ufl.edu | <https://github.com/seamushinz>

EDUCATION

Bachelor of Science in Computer Science

May 2027

University of Florida | Gainesville, FL

- **Relevant Coursework:** Data Structures & Algorithms, Computer Organization, Discrete Mathematics, Computational Linear Algebra, Engineering Stats, Databases, Public Speaking

TECHNICAL SKILLS

Languages: C++, Javascript, Typescript, Python, GML, HTML, CSS, Java, Swift, SwiftUI, SQL

Technologies and Tools: React, Next.js, Git, Visual Studio Code, Webstorm, CLion

WORK EXPERIENCE

Front-House Staff Prep and Service

May 2021 – September 2021

Oh Yeah Creamery | Tampa, FL

- Collaborated with customers to select 4 ingredients from 40+ options, using specialized equipment to create unique ice cream flavors, handling over 90 customers a day.
- Adapted to stressful situations by staying focused and responsible, improving my ability to manage multiple tasks under pressure.

RELATED PROJECTS

Commercial Web Game

November 2021 – January 2022

Personal Project | Tampa, Florida

- Led a team of three to create a web game using Gamemaker Studio 2, an industry standard 2D game engine.
- Sold a commercial license of the game to one of the largest game hosting websites, Cool Math Games, demonstrating marketable development skills.

Movie Crew Based Film Recommendation System

Mar 2025 - Apr 2025

Group Project | Gainesville, Florida

- Collaborated in a group of three to benchmark the performance of custom Adjacency List and Hashmap implementations for data retrieval
- Designed and implemented a custom C++ Hashmap class to efficiently identify movies with similar cast/crew from a large, modified IMDb dataset.
- Optimized parsing functions to read files of approximately 2.2 million data points and 200,000 unique movies, reducing load times by up to 50% compared to initial implementations

Facial Stress Recognition Website

Jan 2025

Personal Project | Gainesville, Florida

- Built front-end features and components using MediaPipe and React for a stress detection app made with FastAPI and Next.js
- Implemented real-time facial expression analysis to assess stress levels with a team of three