

SEAMUS HINZ

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

EDUCATION

Bachelor of Science in Computer Science

Minor in Business Administration | AI Fundamentals & Applications

May 2027

University of Florida | Gainesville, FL

- **Relevant Coursework:** Data Structures & Algorithms, Computer Organization, Discrete Mathematics, Computational Linear Algebra, Engineering Stats, Databases, Public Speaking, Software Engineering, Marketing
- **Kyoto University, UF in Japan: Cross-Cultural Engineering and Design** Fall 2025

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, Xcode

EXPERIENCE

Commercial Web Game | GML

November 2021 – January 2022

- 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 | C++

Mar 2025 - Apr 2025

- Collaborated in a group of three to benchmark the performance of custom Adjacency List and Hashmap implementations for data retrieval
- 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 | Next.js, Javascript, HTML, React.js

Jan 2025

- 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

Meal Logging Journaling App | Expo, react-native, mongodb

May - August 2025

- Built cross-platform mobile app with Expo alongside two teammates to create and store personal written logs for meals
- Designed and implemented front-end components and screens prioritizing iOS-native design, helped create log retrieval and creation functions using mongodb

INVOLVEMENT

Open Source Club

Jan 2024 – Present

Club Member | Expo, react-native, Javascript, HTML

- Successfully integrated into a large-scale open-source project by analyzing technical documentation and existing codebase architecture
- Onboarded new club members on project architecture and contribution best practices, accelerating their ability to make their first commit.