SEAMUS HINZ

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EDUCATION

Bachelor of Science in Computer Science
Minor in Business Administration   August 2023 - May 2027
University of Florida | Gainesville, FL
- Relevant Coursework: Data Structures & Algorithms, Computer Organization, Discrete Mathematics, Engineering Stats, Databases, Public Speaking, Software Engineering, Marketing
- **Kyoto University, UF in Japan: Cross-Cultural Engineering and Design**   Fall 2025

TECHNICAL SKILLS

Languages: C++, C#, JavaScript, TypeScript, Python, GML, HTML, CSS, Java, Swift, SwiftUI, SQL
Technologies and Tools: React, Next.js, Git, Visual Studio Code, Webstorm, CLion, Xcode, Godot

EXPERIENCE

Marketing Teaching Assistant   January 2026 - May 2026
- Mentor students during weekly office hours on complex marketing topics and strategies, ensuring comprehension of key learning objectives
- Design rigorous exam questions and modernize lecture materials to increase student engagement and retention

Project AirSim Research Assistant | *C++, Unreal Engine*   November 2025 - Present
- Assisting in research to improve efficiency and accessibility of AirSim configurations while studying at Kyoto University in Japan
- Working to create an integrated GUI using C++ and Unreal Engine for quick editing of parameters for autonomous vehicle research in AirSim

Meal Logging Journaling App | *Expo, React Native, MongoDB*   May 2025 - 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

Movie Crew Based Film Recommendation System | *C++*   March 2025 - April 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*   January 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 to promote healthy breaks from computer work

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.

INVOLVEMENT

Open Source Club   January 2024 - Present
Club Member | Expo, React Native, JavaScript, HTML
- Successfully integrated with and contributed to 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