

Seamus Hinz

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Education

University of Florida

Bachelor of Science in Computer Science, Minor in Business Administration Gainesville, FL
Aug. 2023 – May 2027

- 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
 - Created a large-scale 3D environment project, Worked on AI implementations for virtual environments, and assisted in research for Project AirSim

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

Projects

Meal Logging Journaling App | Expo, React Native, MongoDB

May 2025 – Aug. 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++

Mar. 2025 – Apr. 2025

- Collaborated in a group of three to benchmark the performance of custom Adjacency List and Hashmap implementations for data retrieval from large datasets
- 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 to promote healthy breaks from computer work

Experience

Incoming Marketing Teaching Assistant | University of Florida

Jan. 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

Nov. 2025 – Dec. 2025

- Assisted in research at Kyoto University to improve efficiency and accessibility of Project AirSim by helping to create a unified GUI for runtime configuration and direct script execution
- Implemented a native C++ file-selection pop-up to streamline configuration workflows and verified plugin compatibility by analyzing standard AirSim directory structures

Commercial Web Game | GML, GameMaker Studio 2

Nov. 2021 – Jan. 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 Member | Expo, React Native, JavaScript, HTML

Jan. 2024 – May 2025

- 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