Ted Conklin

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EDUCATION

UNIVERSITY OF COLORADO AT BOULDER **Boulder, CO**
Bachelor of Science in Computer Science *May 2023*

- **GPA:** 3.028 (cumulative), 3.367 (major)
- **Relevant Coursework:** Data Structures, Data Systems, Algorithms, Software Development and Tools, Object Oriented Analysis and Design, Statistics with Computer Science Applications, Artificial Intelligence, Machine Learning

KEY SKILLS

AWS, Excel, Python, Java, JavaScript, HTML, CSS, C++, SQL, git, Swift, PowerPoint, NodeJS, JSON, REST, Full-stack waterfall and agile project management, UI/UX design skills, Figma prototyping, Experience with data mining and predictive modeling, machine learning algorithms, Jira, Confluence, Spanish, Italian

PROJECTS & EXPERIENCE

Touch Surgery App Extension, *Senior Capstone Project* *September 2022-May 2023*

- Collaborated with team of five to design and build smartphone application for Medtronic in SwiftUI language that utilizes social network structure improving surgical procedure experience for patients and medical staff.
- Gained industry experience with Agile project management using Confluence and Jira. Designed app with Figma prototype. Applied full-stack app development skills with SwiftUI, SQL and Firebase.
- The result of the project was a fully developed proof-of-concept app compatible with iPhone including user registration, messaging, forums and scheduling features.

Human Disease Network Analysis *January 2023 – May 2023*

- Built three representations of the OMIM genetic disease network. Analyzed network structure using Jaccard and degree product missing link prediction algorithms, and computed AUC scores.
- Constructed analysis in Python, utilizing NetworkX and other Python packages, Cytoscape, link prediction algorithms.
- The project result was a research paper detailing analysis of the disease network structure, predictability of links and most likely missing links in the graph and their real-world implications.

NBA Prediction Model *September 2022-Present*

- Applied data science skills to build a Python web scraper to collect and store a vast set of NBA statistics.
- Constructed model with my own machine learning algorithms that was able to predict the winner of every NBA game since 1990 with an accuracy score of 69.32%.
- Created program with Python, NumPy, Pandas, Beautiful Soup, Scikit-learn, Excel, and Machine Learning algorithms.

Virtual Blackjack *January 2019-August 2022*

- Developed a virtual Blackjack game which utilized my skills in front-end and back-end development, graphic design and object-oriented programming.
- Built game with HTML, JavaScript, CSS, NodeJS, MySQL. Applied object-oriented programming patterns such as state machines, factories and observers to create an organized and concise code structure.

EXTRACURRICULAR ACTIVITIES

- Model UN, Debate Team, Volunteering (Warming House Center)
- Global Engineering Residential Academic Program
- Cybersecurity Club competitions
- Intramural sports