COLLEEN DEMARIS

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EDUCATION

University of Maine at Orono
B.S. Computer Science (2021)
Honors College
GPA: 3.3

SIGNIFICANT COURSEWORK

Introduction to Data Structures
Data Structures and Algorithms
Software Engineering
Operating Systems

EXPERIENCE

UNDERGRADUATE DEVELOPER

VEMI Research Lab, UMaine (Jan 2017 - Present)
- Creating virtual reality environments in Unity, using some components made in Blender
- Coding in Arduino environments
- Experience in writing grant proposals
- Working in teams to achieve a common goal

STUDENT PROGRAMMER

Servant Heart Research Collaborative, UMaine Honors (Nov 2017 - Sept 2019)
- Programmed application to create mock exam environment for specific students
- Created and edited SQL database to store relevant information
- Collaborated with a team containing very different skill sets and experience levels
- Self driven project, requiring leadership to continue releasing deliverables

TOOLS

- Unity
- Blender
- AWS RDS Database
- AWS EC2 Instances
- Sequel Pro
- Cyberduck
- Eclipse

LANGUAGES

- Java (Intermediate)
- Python (Intermediate)
- C# (Intermediate)
- HTML/CSS (Intermediate)
- PHP (Intermediate)
- MySQL (Novice)

SOFT SKILLS

- Communication: frequent updates for work have been necessary.
- Adaptability: due to errors, needed to completely change the platform for the mock exam environment in time for a release
- Positivity