

Blake Hampton - Computer Science B.S.



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Dedicated computer science student with 5+ years experience writing code and 1 year professional experience actively seeking full time software opportunities. Developed Python and UiPath toolkits at Longs Peak Advisory saving associates hundreds of hours of data entry and formatting.

Experience

Full Stack Developer Intern - Longs Peak Advisory

January 2020 - Present

- Built and deployed Python Flask web application, automating 10 Excel tasks with drag and drop interface as well as web portal for activating UiPath automations via REST API.
- Created software documentation and associate software guides with Latex.
- Collaborated remotely with co-workers and third party consultants.

Research Assistant - ATLAS Institute (Thing Lab)

August - December 2019

- Recreated real life scenes in virtual reality using 3D scanning technologies while working alongside the Thing Lab grad student team.
- First hand experience working with 3D scanning cameras/software, Microsoft HoloLens, and Oculus rift.

Lead Instructor - Youth Tech Inc.

June - August 2018

- Instructed summer tech courses to children ages 7-12 covering various softwares such as Scratch and Gamemaker.

Education

University of Colorado Boulder - Computer Science B.S.

Graduating May 2021

Completed Courses (GPA 3.5) Algorithms, Data Structures, Data Science, Software Development, Database, Big Data, Artificial Intelligence.

Organizations, Leadership and Clubs - RHA Baker Hall Senator, BTU Lab, Cyber Security Club, Humans v.s Zombies Moderator.

Skills

Experience with Python, Nginx, SQL, REST API, Bash, UiPath, AWS, HTML, CSS/Bootstrap.

Proficient in JavaScript, Java, C#, C++, C, Scala.

Development Tools Git, Jupyter Notebook, Postman, Figma, MySQLWorkbench, Latex/Overleaf, Unity.

Projects

Big Data 2020 - Collected and analyzed tens of thousands of political tweets in an effort to forecast 2020 election results.

Student Web Portal User Experience - Assisted Engineering Center with website redesign by conducting usability tests, administering student surveys, and utilizing Google Analytics insights.

Escape Detention - Created an educational virtual reality experience leading players through space as they learn about the solar system.

8 Beat - Built terminal application converting user entered bytes into 8 measure drum loops.

eServe - Prototyped and led usability studies for app idea eServe, an uber for home services.