

SEAMUS HINZ

Gainesville, Florida | 813-947-1200 | seamushinz@icloud.com | <https://github.com/seamushinz>

EDUCATION

Bachelor of Science in Computer Science

May 2027

University of Florida | Gainesville, FL

- **Relevant Coursework:** Data Structures & Algorithms, Computer Organization, Discrete Mathematics, Computational Linear Algebra

Associate of Arts

December 2024

Santa Fe College | Gainesville, FL

TECHNICAL SKILLS

Languages: C++, Javascript, Typescript, Python, GML, HTML, CSS, Java, Swift, SwiftUI

Technologies and Tools: React, Next.js, Git, Visual Studio Code, Webstorm, CLion

WORK EXPERIENCE

Front-House Staff Prep and Service

May 2021 – September 2021

Oh Yeah Creamery | Tampa, FL

- Collaborated with customers to select 4 ingredients from 40+ options, using specialized equipment to create unique ice cream flavors, handling over 90 customers a day.
- Adapted to stressful situations by staying focused and responsible, improving my ability to manage multiple tasks under pressure.

RELATED PROJECTS

Facial Stress Recognition Website

Jan 2025

Personal Project | Gainesville, Florida

- 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
- Collaborated in an agile team of three, developing skills in Next.js and further improving React skills.

Commercial Web Game

November 2021 – January 2022

Personal Project | Tampa, Florida

- 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.
- Designed and programmed core mechanics, optimizing performance for browser-based gameplay.
- Applied agile methodologies, using a kanban board to prioritize tasks, manage sprints, and track progress, improving team communication and delivery speed.