Austin Robinson
austinrobinson3303@gmail.com • 704-985-8555 • LinkedIn • GitHub • Portfolio

EDUCATION

University of North Carolina at Chapel Hill | Chapel Hill, NC
B.S. in Computer Science | Aug 2023 – May 2026
Relevant Coursework: Data Structures, Foundations of Programming, Linear Algebra, Discrete Mathematics, Introduction to Data Science & Econometrics, Intermediate Microeconomics

TECHNICAL SKILLS

- **Programming Languages (ordered by proficiency):** Python, Java, SQL, C++, HTML/CSS, JavaScript, Typescript
- **Frameworks/Tools:** React.js (Advanced), Node.js, Flask, IntelliJ, Eclipse, VSCode
- **Data & Analysis:** Pandas, NumPy, Matplotlib, scikit-learn, JSON
- **Cloud & Deployment:** AWS (EC2, RDS), scalable application architecture, RESTful API design, Maven
- **Collaboration & Workflow:** Git, Agile development practices

PROJECTS

Extro – Fictional Stock Market Forecaster | Full-Stack Web App **June 2025 - Present**

- Built a full-stack dashboard where users log in and simulate long-term financial growth using fictional balances.
- Faced challenges with secure authentication and data persistence; resolved by integrating Clerk for login and architecting a Flask RESTful API with SQL backend.
- **Result**: Delivered a scalable simulation tool that models financial growth, demonstrating skills in API design, authentication, and cloud-ready databases.

SMA Trading Algorithm | Data-Driven Finance Project **April 2025**

- Developed an algorithmic trading model using Python (pandas, NumPy) and Yahoo Finance API to generate buy/sell signals from SMA crossovers (50-day & 200-day).
- Accounted for transaction costs (0.04%) to simulate realistic trading conditions.
- **Result**: Backtested strategy yielded a **366.32% return** on Zoom (ZM) while demonstrating the impact of transaction costs (**-3.13%** on Nvidia), highlighting the importance of fee management. Nvidia returned a **0.08% return** if no transaction costs were accounted for.

Tic-Tac-Toe (with Login + Leaderboard) | Full-Stack Game Platform **July 2025 - Present**

- Designed a full-stack web app with authentication, AI opponent, and real-time leaderboard using React, Node.js, and MySQL.
- Faced deployment issues as MySQL only worked locally; solved by migrating the database to AWS for cloud persistence.
- **Result**: Created a fully deployed game that securely stores user results and dynamically updates a global leaderboard.

Dungeon Crawler – 2D Java Game (Class Project) **April 2025**

- Programmed a 2D adventure game in Java with MVC architecture and JavaFX interface.
- Tackled framerate and performance issues by optimizing loop complexity from $O(n^2) \rightarrow O(n)$, ensuring smooth gameplay.
- **Result**: Delivered a polished game where players collect gold while avoiding enemies, reinforcing Java fundamentals and UI design skills.

INTERESTS

- **Clubs/Activities:** AI@UNC, Hackathons
- **Languages:** Basic Proficiency in German (3 semesters)
- **Hobbies:** Markets, FinTech, Tennis, *The Last of Us*
- **Part Time Work:** DoorDash Dasher – time management skills