COLE PHILLIPS

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Early-Career Software Engineer | Team & Sprint Experience

Early-career Software Engineer with hands-on experience shipping production-ready features and collaborating in sprint-driven, cross-functional teams. Recent CS graduate (3.97 GPA) with a strong technical foundation and a drive to build secure, scalable systems. Highly teachable, quick to ramp up, and motivated by solving meaningful problems. Energized by learning, growth, mentorship, and contributing to engineering teams that value curiosity, ownership, and continuous improvement.

EDUCATION

B.S. Computer Science 2025

University of Utah - Kahlert School of Computing | Major: Computer Science
Academic Achievements | GPA: 3.97 cumulative, Dean's List, Member; Honor Society, Graduated with Honors

PROFESSIONAL EXPERIENCE

21stCenturyEd (Capstone Industry Partner)

Jr. Software Developer | Sr. Capstone – Industry Experience Pilot Program   **05.2025 - 08.2025**

Delivered a 10-month, market-facing EdTech platform for the STEM Integration Continuum, applying advanced CS principles to design and deploy a secure, scalable system using Typescript, Supabase, Google cloud, Python, and AWS. Worked directly with in-house product managers inside their sprint cadence and roadmap. Project extended into a paid contractor role (May–Aug) to maintain critical-path development between academic semesters.

- Embedded in PM-led sprints delivering features aligned with live district client needs.
- Built a Secure Client Portal with role-based access for educators and district staff.
- Developed end-to-end Project Management tools for district STEM implementation.
- Integrated a Research Suite supporting survey creation, automated reporting, and AI-assisted notebooking.
- Centralized clients, programs, and deliverables in a Unified Engagement Hub supporting system-wide, data-driven STEM evaluation.
- Contributed to platform components assessing STEM integration across the four domains: Strategy, Access, Culture, Community.

KAHLERT SCHOOL of COMPUTING

Teaching Assistant User Experience   **08.2024 - 12.2024**

- Graded assignments and provided timely, constructive feedback to students.
- Delivered one-on-one support to help students understand complex CS usability concepts.
- Updated and maintained course material in collaboration with faculty.
- Supported student accommodations to ensure an inclusive learning environment.

ADDITIONAL EXPERIENCE

AMERICA FIRST CREDIT UNION   (Acquired Johnson Controls Team)

Critical Facilities Technician   **07.2022 - 09.2023**

- Maintained secure, mission-critical server infrastructure with 100% uptime.
- Monitored system health, cooling, and backup power to ensure operational continuity.

JOHNSON CONTROLS   (Contract Team for America First)

HVAC O&M Stationary Engineer   **06.2021 - 07.2022**

- Supported data center environments by maintaining cooling, power, and security systems.
- Ensured uninterrupted uptime and stable operating conditions.

NOTABLE PROJECTS

STEM Management Platform (21stCenturyEd) | Sr. Capstone Industry Experience Pilot Program

Feb – Dec 2025 (10-Month Engagement; paused June–Aug for professional contract) real-world engineering engagement; Collaborated in a four-student engineering team to develop production-ready components of a STEM Management Platform used by districts and educators. Worked directly with 21stCenturyEd product managers in sprint-based development cycles, contributing to feature design, implementation, and delivery.

- Delivered a secure EdTech client portal with role-based access for educators and district staff.
- Developed end-to-end project management tools, including progress tracking, task assignment, and custom tagging.
- Integrated a research suite enabling survey creation, automated reporting, and AI-assisted notebooking of uploaded assessments.
- Centralized clients, projects, and deliverables in a Unified Engagement Hub, streamlining workflows and data management.

Grading Application | HTML, CSS, Python, Javascript, jQuery, Django, AWS

Created a web application that handled users with multiple roles in a course such as students, TAs, and administrators. Functionality included viewing various role-based pages, submitting and grading assignments, and "What-if" grades for ungraded assignments.

Mobile Drawing App | Kotlin, C++, Jetpack Compose, Android Studio, Firebase

Part of a team that created a drawing app for Android with the ability to draw, log in/out, manage drawings, and share them with other people. Features and tools included drawing with different colors and pen tools, erase, and make full image changes like color inversion.

CORE STRENGTHS

- **Full-Stack Capability:**
  While specializing in backend and database work, contributed across the stack including cloud infrastructure, and integration with frontend applications.
- **Production-Ready Contributor:**
  Delivered data solutions used by real clients in live educational settings, transitioning seamlessly from academic environment to professional development workflows with minimal ramp-up time.
- **Technical Problem Solver:**
  Led end-to-end architecture and implementation for production EdTech platform serving multiple school districts, balancing competing requirements across data design, performance optimization, and scalability constraints.

TECHNICAL SKILLS

- **Database & Backend:** PostgreSQL, SQL, Supabase, Database Design, Schema Modeling, Query Optimization
- **Languages:** Python, TypeScript, JavaScript, SQL, Java, C, C++, C#, Kotlin
- **Frameworks & Tools:** Django, React, Next.js, Tailwind CSS, Jetpack Compose, jQuery
- **Cloud & DevOps:** AWS (EC2), Google Cloud Platform
- **Core Competencies:** Agile/Sprint Development, Data Modeling, Role-Based Access Control, Multi-Tenant Architecture, Version Control (Git), Quality Assurance, Team Collaboration.