Devin Coster

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Education

Marymount University — Arlington, VA
Bachelor of Science in Computer Science, Minor in Artificial Intelligence and Robotics — *Aug. 2023 – May 2027*

Harford Technical High School — Bel Air, MD
Machining, Manufacturing, and Welding — *Aug. 2019 – May 2023*

Experience

IT Generalist Intern — May 2025 – Aug. 2025
Allan Myers — *Fallson, MD*

- Assess and troubleshoot technical problems brought by Allan Myers employees, varying from laptops, desktops, and mobile devices. In addition to networking and software problems
- Lead an asset management and upgrade initiative for upgrading users' devices at various field offices and job locations across the Allan Myers footprint
- Learned various technical tools such as ticket management software, remote AWS jumpboxes, Office 365 software, and more

Water Safety Instructor — May 2019 – Aug. 2024
Rock Spring Swim Club — *Bel Air, MD*

- Taught and evaluated swim instruction for students of varying ages and skill levels in accordance with Red Cross standards
- Developed customized lesson plans to improve participants' water safety knowledge and stroke technique
- Communicated progress regularly to parents/guardians and provided recommendations for continued improvement

Projects

Multi-Thread Web Crawler | *C++, libcurl, CMake, Multi-threading, Graph Algorithms* — Aug. 2025 – Present

- Built multi-threaded web crawler in C++17 processing 1000+ pages with graph analysis
- Implemented thread-safe data structures and synchronization primitives
- Designed and optimized graph algorithms including PageRank and shortest path
- Developed HTTP client with error handling and rate limiting

Obstacle Assault | *C++, Blueprints, Unreal Engine* — Aug. 2025 – Present

- Designed and implemented a fully playable obstacle course game in Unreal Engine 5
- Utilized both C++ and Blueprints to create responsive player movement and environmental interactions
- Applied principles of level design and balance, improving overall gameplay flow
- Used GitHub for version control and development progress

Movie Recommendation Program | *Python, Pandas, Numpy, Sklearn, JupyterNotebook* — Mar. 2024 – Apr. 2024

- Developed a Movie Recommendation Program for Adv. Python Class
- Used different Python Libraries such as Numpy, Pandas, and Sklearn
- Allowed Users to garner recommendations based on a movie they typed
- Included a GUI using customtkinter for ease of use and readability

Technical Skills

Languages: Java, Python, C/C++
Developer Tools: Unreal Engine, Github, Docker, AWS, VS Code, PyCharm, IntelliJ, Clion, Rider
Libraries: Pandas, NumPy, Sklearn, CMake