

Logan Phillips

Greensboro, North Carolina | logashton@proton.me | github.com/logashton

Current Undergraduate student with fundamental knowledge of software design, development, and testing.

EDUCATION

UNIVERSITY OF NORTH CAROLINA AT GREENSBORO

Bachelor of Science in Computer Science
(Department GPA: 3.5/4.0)

Greensboro, NC
Aug 2022-Jan 2026

Relevant Coursework: Java Programming, Advanced Data Structures, Object-Oriented Design, Database Management Systems, Theory of Computation & Discrete Mathematics, Assembly Language Programming, Computer Organization & Architecture, Software Engineering Process, Computer Networking, System Programming, System Security & Cryptography

PROFESSIONAL EXPERIENCE

University of North Carolina at Greensboro

Computer Lab Assistant

Greensboro, NC
May 2023–August 2023

- Helped students with key computer science concepts, ensuring they could apply theoretical knowledge in practical coding tasks using Java.
- Graded lab work, assessing students' work and providing constructive feedback for improvement.
- Collaborated with the course instructor to maintain a productive learning environment and to enhance the lab's effectiveness in meeting educational objectives.

Codivate Inc.

Volunteer Teacher

Burlington, NC
Mar 2020–May 2020

- Taught introductory coding concepts using Python to middle and high school students, using clear and accessible language to break down complex topics.
- Managed virtual classrooms via Zoom, ensuring a structured and engaging learning environment for students of varying skill levels.
- Collaborated with program staff to assess student progress and make improvements to the curriculum for enhanced learning outcomes.

ADDITIONAL SKILLS

- **Programming languages:** C, C++, Java, Python, JavaScript, x86 Assembly, SQL, HTML, CSS
- **Libraries & Frameworks:** Spring Boot, Node.js, Django, Flask, jQuery, Qt
- **Tools & Platforms:** Git, Microsoft 365, Docker, Google Workspace, NetBeans, Visual Studio, Linux

PROJECTS

GOCHARIOT

Description: Web application to track UNCG's Chariots and expand upon it by adding features that are useful for the UNCG community as a whole.

Used: Java, HTML, CSS, Javascript, Spring Boot, PostgreSQL

- Worked across the development lifecycle to build and maintain code
- Led a team of two other developers and communicated on feature implementation
- Brought an idea to life starting from a software requirement specifications (SRS) document

ASHTONITE

Description: Developed a lightweight, multi-threaded web server from scratch in C++ implementing the HTTP/1.1 protocol, designed for serving static websites with robust security features.

Used: C++, POSIX Sockets, CMake, HTTP/1.1 Protocol

- Architected thread pool system handling concurrent connections with configurable worker threads
- Implemented secure file serving with MIME type detection and path traversal protection
- Utilized modern C++ features including smart pointers, STL containers, and filesystem operations