

## AL E. GATOR

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### EDUCATION

#### Bachelor of Science in Computer Science

University of Florida | Gainesville, FL

May 2023

GPA: 3.85/4.00

### SKILLS

**Programming Skills:** Java (Beginner), Python, MySQL, Git, Unix, C, C++, JavaScript, Swift – iOS, Ruby on Rails, OCaml, Node.js, HTML, CSS, LaTeX, MongoDB

**Skills:** Microsoft Word, Google Suite

### PROJECT EXPERIENCE

#### Productivity Tool, Software Engineering and Design Class Project

January 2020 – Present

University of Florida | Gainesville, FL

- Collaborates in team of 3 to design tool in OCaml and C++ to facilitate efficient calendar management for multiple users
- Conducts weekly meetings to assess project progress and troubleshoot issues

#### Access Database Development Project, Information Technology

December 2020

University of Florida | Gainesville, FL

- Collaborated as team to plan, design and develop a donor tracking system to streamline the donation process for a non-profit social organization
- Met with organization to understand information needs and gather user requirements
- Tasks include complex queries, forms and reports generation
- Presented completed database to client

### INTERNSHIP EXPERIENCE

#### Software Engineering Intern

June 2021 – August 2021

GOOGLE | Mountain View, CA

- Launched Google+ Stories and contributed to story generation algorithm
- Developed spam comment detection program using Google Prediction API
- Conducted user experience testing in collaboration with 4-member design team

#### Product/Tech Intern

May 2020 – August 2020

Next Tech | San Francisco, CA

- Developed metrics dashboards for AdWords and Outbrain marketing campaigns and website blog using Linux/Python/SQL
- Created test cases for financial models and interactive calculators
- Wrote requirements and oversaw creation of new site content from start to finish in agile software development cycles

#### Software Developer Intern

June 2019 – August 2019

University of Florida Hospital: Shands | Gainesville, FL

- Designed Android mobile application game for stroke patient rehabilitation at Rehabilitation Robotics Lab
- Formalized application requirements after client interviews, machine testing and stroke rehabilitation research
- Developed application in 2 week sprints while incorporating client feedback with in-person tests