

Gavin Maynard

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EDUCATION

Western Kentucky University, Bowling Green — Bachelor's Degree

ANTICIPATED GRADUATION: DECEMBER 2023

- Major in Computer Science
- Minor in Computer Information Systems
- Cumulative GPA of 3.22 (as of August 2023)

INDUSTRY SKILLS

- Programming Proficiency - Fluent in languages C#, Java, Python, JavaScript, Kotlin, HTML, XAML, XML, and Svelte. As well as experience in .NET, React, and SvelteKit frameworks
- Data Structures and Algorithms - Understanding of fundamental data structures and the ability to optimize algorithms
- Version Control - Proficient in the workings of Git and the use of GitHub
- Problem Solving - Ability to locate and analyze problems and thinking outside of the box to find solutions
- Continuous Learning - Always learning new methods to improve code writing productivity

RELATIVE COURSEWORK

- Data Structures and Algorithm Analysis
- Software Engineering I
- Professional Software Practice
- Discrete Structures
- Database Management Systems II
- Intro to Networking

MAJOR PROJECT

Overlay Manager, WPF.NET

AUGUST 2023 - PRESENT

Brief Description:

This is a WPF application in MVVM architecture. This application allows the user to livestream competitive matches from various video games in a better way. This is accomplished by filling in details of the match (such as team names, the score to win, etc) and launching an npm package coded in Svelte. This npm package acts as an overlay for the user to use in their livestream. This overlay will display the additional information in an easy to view way for the viewers to keep track of what is happening in the match.

Skills Utilized:

- Use of languages C#, XAML, Svelte, Javascript.
- Socket Communication between 2 programs
- Handling user input
- Launching and closing npm packages on user input
- Friendly UI design for user
- Friendly overlay design for viewers

