**GAVIN MEYER**

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**OBJECTIVE**

To take part in a company that can help facilitate excellence in my growth and knowledge. To be a part of an experience that will make an impact.

**SKILLSProgram Languages**: Java, C, C#, Python, SQL, HTML, GDScript, React

**Key Skills**: Program Development, Group Collaboration, Data Analytics

**EDUCATIONUniversity of Central Florida** Orlando, FL*Bachelor of Science in Computer Science* Summer 2024GPA: 3.719

**PROJECTS**

**Senior Design Spring 2024 – Summer 2024**Elle Endless Learner

* Developed a language learning minigame in Unity with C#
* Participated in Agile/Scrum sprints and standups
* Contributed to creation of a game design document

**Junior Design Fall 2023**LAMP Stack

* Produced 80% of the HTML front-end of a website

**FLEARN Research Program** **Fall 2021 – Spring 2022**

* Mentored on subject of Recurrent Neural Networks (RNN) & Long Short-Term Memory (LSTM)
* Researched, wrote a paper, and presented on RNN & LSTM

**RELEVANT COURSEWORK**

Senior Design Artificial Intelligence Problem Solving & Team Dynamics   
Database Systems Computer Science II Object Oriented Programing

**HONORS**

Florida Bright Futures Scholarship UCF Dean’s List