Giles Gordon

gordon.gi@northeastern.edu | (207) 952-5585 | Boston, MA
linkedin.com/in/gilesgordon | gilesgordonportfolio.netlify.app | github.com/GilesGordon
Availability: May – December 2025

Education

Northeastern University | Boston, MA — Sept. 2022 – Present
Khoury College of Computer Sciences — Expected May 2026
Candidate for Bachelor of Science in Computer Science | **GPA:** 3.66/4.00

Relevant Coursework: Web Development | Mobile Application Development | Object-Oriented Design | Computer Systems | Mathematics of Data Models | Algorithms and Data | Foundations of Cybersecurity | Fundamentals of Computer Science I and II | Business/Professional Speaking | Discrete Structures

Deerfield Academy | Deerfield, MA — Sept. 2018 – May 2022

Coursework: Advanced Placement (AP) Computer Science | Data Structures and Algorithms | AP Statistics | AP Physics C (Mech/E&M) | Linear Algebra | AP BC/Multivariable Calculus

Honors: Northeastern: Dean's Scholarship, Dean's List | Deerfield: AP Scholar with Distinction Award

Technical Skills

Languages: Java | Python | JavaScript | C | Objective-C | HTML | CSS | Kotlin | SQL | NoSQL | Racket | GDScript

Libs./Frameworks: React | Node.js | Redux | Axios | Bootstrap | Bandung | Retrofit | Jetpack Compose

Tools: WordPress | MongoDB | Room DB | RESTful APIs | AWS | Git | Linux | Windows PowerShell | VSCode | IntelliJ | PyCharm | Android Studio | Xcode | IOS SDK | Netlify | Godot

Work Experience

NU-RES Website Specialist Co-op | Remote — July 2024 – Present

- Developing, updating, and maintaining website (WordPress) content as the primary point-of-contact for the website user experience for the Northeastern University Research Enterprise Services and its partners.
- Implementing workflows and design enhancements to reduce administrative burden and enhance overall UX.

IpserLab Software Engineer Co-op | Remote — May 2024 – Present

- Developing the Tectra website (PERN stack), a startup for connecting university technology with corporations.
- Using Agile/Scrum workflows to enable effective teamwork and the continuous incorporation of user feedback.
- Currently implementing a CRUD API react module to allow for the management of company and university entities.

Projects

Monolog | *Web Dev Full Stack (MERN), RESTful APIs* — In Progress

- Implementing a responsive, dynamic, and aesthetic music social networking website using the MERN stack and Spotify API, enabling users to log information and interact with artists, albums, and other accounts.
- Created Axios clients to make API calls for retrieving real-time music data from Spotify and storing user information in MongoDB via a self-developed Node/Express server.

Kanbas | *Web Dev Full Stack (MERN), RESTful APIs* — Jan. – Mar. 2024

- Coded a mock Canvas web application with responsive and dynamic client-side interactivity using the MERN stack.
- Designed and implemented a REST API with Node and Express to store course, module, and user data in MongoDB.
- Enabled logging in using Express sessions, employing input validation and authentication mechanisms.

Sports List Mobile App | *Kotlin, Room, RESTful APIs (Retrofit), XML, OOD, Android Studio* — Feb. – Mar. 2024

- Co-developed an Android app in Kotlin that fetches and displays sports data from API-SPORTS using Retrofit and Room for local data persistence.
- Utilized Recycler View and the MVVM architecture, ensuring efficient list display and maintainable code structure.

Reversi Game | *Java, OOD, Git, IntelliJ* — Oct. – Dec. 2023

- Co-developed the game Reversi featuring human or customizable AI gameplay, a fully functional GUI made with Java Swing, and hexagonal and square board options.
- Maintained design quality by partitioning the code into the model, view, and controller, to ensure modularity.
- Implemented the Strategies, Adapter, Decorator, and Observer patterns, favoring composition over inheritance.

Map Routing Algorithm | *Objective-C, Algorithms, IOS SDK, Xcode* — May 2021

- Implemented Dijkstra's algorithm for assessing the shortest path between U.S. cities represented by coordinate pairs.
- Modeled the map as a weighted graph, utilizing a min-heap data structure to dynamically store city distances.