GAVIN GOSLING

289-930-5316 | [Email](#) | [Linkedin](#) | [Github](#) | [Personal Website](#)

TECHNICAL SKILLS

Languages: Java, Python, C#, SQL (PostgreSQL, MySQL, MongoDB), JavaScript, TypeScript , HTML/CSS, Shell
Frameworks: React, Redux, Electron, Node.js, Express, Unity, Django, NextJs, FastAPI, Agile, NGINX, Git, JIRA
Developer Tools: Docker, VS Code, Gradle, Kubernetes, AWS, Grafana, Prometheus, Airflow, GraphQL, *nix, REST, Scrum
Other Tools: Pandas, OpenCV, Scikit-Learn, Chart.js, Google Charts, Moment.js, Numpy, Styled-Components, Socket.io, Cron, IBM Cloud, Bootstrap, NoSQL, Redis, Material-UI, PostGIS, Semantic-UI, Axios, PWA, Apache Camel, Seaborn

EXPERIENCE

Full Stack Engineer — January 2021 – Current
Electronic Sports League (ESL) — *Remote*

- Modernized our React-Redux and Electron applications by updating our packaging system, dividing our code into easily usable modules and converting our whole application over to Typescript which decreased developer time needed and crashes significantly.
- Added conversion tracking to our store by creating a module for Facebook Pixel which gave analytics to us and allowed us to apply targeted ads to our audience which increased store revenue by 28%.
- Redesigned our whole UI system by applying and implementing mock-ups given by our UX designer. Added responsive design by using flex-box and updating our all components using styled components.

Data Engineer — November 2020 – January 2021
Plan de Vol International — *Oshawa, ON*

- Interfaced with many third party APIs (REST, SOAP, JSON, XML, CSV) and created a local storage library system that stores relevant data for the user and allows for the personalization of the application.
- Simplified and made our data services more maintainable by using IBM Cloud, *nix, Docker, Grafana, Prometheus and Airflow for extensive monitoring, logging and scaling.
- Developed services for our flight optimization system by using Apache Camel, Pandas, Django, PostgreSQL, PostGIS, and GraphQL to parse, update, retrieve, and insert data from multiple data sources.

Teaching Assistant / Software Developer — January 2019 – November 2020
Ontario Tech University — *Oshawa, ON*

- Worked on a team to create a mixed reality apparatus in Unity C# to enhance the speed of learning instruments by 36% in comparison to conventional methods.
- Architectured a system for song conversion from musical notation and user input in VR. This was done by using digital signal processing, image processing and the usage of sensors.
- Provided constructive feedback, academic support and mentor-ship to undergraduate students at a weekly help session for students in Science, Engineering and Information Technology for over 10,000 students.

EDUCATION

Ontario Tech University — Oshawa, ON
BSc Computer Science — *Sept. 2016 – April 2020*

PROJECTS

RepositoryViewer | *Github API, Javascript, React, Semantic UI, Git, Chart.js* — [DEPLOYMENT](#)

- Gathered commit, repository and user data (JSON) via REST requests using the Github REST library, ES6 Promises and input validation.

PassChecker | *React, Javascript, Semantic UI, zxcbvn, React-Icons* — [DEPLOYMENT](#)

- Constructed a component-based React application which provided help to many users on how to improve their password.

Bug Severity Detector (Thesis Project) | *Python, Matplotlib, Sckit-Learn, Jupyter, Seaborn, Pandas*

- Created a machine learning model for that would classify bugs as certain severities giving around a 70% accuracy.