HOWARD GIL

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Education

University of Southern California, Los Angeles, CA   First Generation, Fluent Spanish
Bachelor of Science, Computer Science, May 2017
- **Honors:** Director's Scholarship, Moore Engineering Merit Award, Latino Alumni Association Scholarship
- **Senior Capstone:** Earned "A" grade as co-developer of NASA's virtual reality remote model interaction. Implemented hand gesture response (C#), web browser interface, and Unity networking (C#). Bi-weekly deliverables/documentation accomplished with agile development methods and GitHub version control.
- **Practical Experience:** Java Web Apps, Mobile Apps, Databases, APIs, OOP, Version Control, Networking

Skills

Programming – Proficient: C++, Java, HTML 5/CSS/JavaScript, MySQL, Swift, C#, Git
                    Familiar: Bootstrap 4, Python, jQuery, R, MATLAB, Objective-C, C
Applications – Eclipse, Visual Studio, Sublime, XCode, Command-Line, Chrome DevTools, VirtualBox, Unity

Experience

Farelogix, Junior Developer - Miami, FL   *Feb 2018 - Present*
- Maintaining C++ code base, enabling features for flight fare calculations and parsers for incoming requests
- Facilitating Delta's transition as a client, coding itineraries and pricing rules for all flights
- Generating logic for SQL database to update autonomously versus manually when daily flights come in
- Constructing JSON builder to replace XML as internal data format for faster, lighter-weight transactions

Principles of Software Development, Head Course Producer - USC   *Dec - May 2017*
- Adapted all course assignments, labs, exams, and documentation from pure Java to Java Web App
- Taught OOP, File I/O, Serialization, Multi-Threading, Networking, Parallel/Distributed Computing
- Java backend logic with Apache Tomcat 9 server implementing JEE7 (JSP, Servlets, WebSockets)
- HTML/CSS/JS frontend with AJAX to dynamically load data from multiple movie-info APIs
- XML and JSON data for user/movie info fetched via JDBC from MySQL database (serialization via Gson)

iDTech Programming Academy, Lead Instructor - Stanford/UCLA   *Jun - Aug 2016/2017*
- Taught iOS App Development in Swift and Game Design in C++ to high school level campers

Projects - Github.com/HowieG

Computer Science Minorities in L.A. (Research Paper), Directed Researcher - USC   *Jan - May 2017*
- Designed database/website to analyze imbalanced availability of Computer Science in L.A. high schools
- Data mined with Python and XPath, compiled into relational tables and sent to database using R scripts
- Single Page App made with Bootstrap and AngularJS, MySQL tables queried using Node.js

Sidebarapp.com, Front End Developer - USC   *Sep - Dec 2016*
- Built forum web app for students to ask questions and receive real-time answers during class
- Java backend with Bootstrap/HTML/CSS/JS/jQuery frontend using the Spring and Play Frameworks
- User/class info stored in MySQL database accessed with JDBC

Leadership

- Led class of 185 students, 15 teaching assistants, and two content creators through   *Dec - May 2017*
  brand new course material with frequent communication/documentation
- Placed 1st out of 86 national finalists as primary researcher in Microbial Fuel Cell   *Sep 2014 - Dec 2015*
  presentation (HENAAC conference)
- Mascot, USC representative at nationwide athletic events and media   *Sep 2013 – July 2017*