

Robert Geil

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Education

University of California, Los Angeles

2017-present

- **3.724 GPA**
- Major: Computer Science
- Relevant Coursework: Data Structures and Algorithms, Introduction to Computer Organization, Open Source Software Lab, Linear Algebra, Discrete Mathematics

Upper Arlington High School, Columbus, OH

2013-2017

- **4.3 GPA**

Skills and Proficiencies

C#, C++, Python, Java, MySQL, C, HTML/CSS, Git Version Control

Unity 3D development for VR, iOS and Android

Work Experience

Data Analyst Intern at ORIS Intelligence

Summer 2018

- Member of the Data Analytics and Quality Assurance team
- Used and modified tools in R to identify and attempt to fix problems in internal systems
- Wrote several Python programs to scrape websites and gather information for the company database. These tools were deployed to a production environment
- Tools that I solely developed allowed site monitoring issues to be detected and addressed on a much larger scale, and helped to identify thousands of previously untracked web pages

Activities

Officer of ACM Game Studio, a game development club at UCLA

2018-present

- One of four officers of Game Studio, the largest game-making club at UCLA
- Responsible for teaching new members Unity and game development

UCLA Marching Band

2017-present

Projects

Participant in Ludum Dare 41 Game Jam

04/2018

- Was a member of a four person team that created a puzzle game called Desert Fishing over the course of 12 hours, using Unity 3D

Cubic Chess

2017-2018

- Worked on an individual project to attempt to create a version of 3D chess
- Utilized C# and the Unity Game Engine to create a prototype of the game