Robert Geil

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Education

University of California, Los Angeles   2017-present
- **3.72 GPA**
- Major: Computer Science
- Relevant Coursework: Data Structures and Algorithms, Computer Network Fundamentals, Operating Systems, Programming Languages, Database Systems, Compiler Construction, Linear Algebra, Discrete Mathematics

Upper Arlington High School, Columbus, OH   2013-2017

Skills and Proficiencies

C++, C, Python, Golang, Java, C#, JavaScript, HTML/CSS, SQL

ReactJS, Unity 3D, Git, Google Cloud Platform, AWS, Linux/UNIX, Agile

Work Experience

Security Technology and Response Intern at Symantec   Summer 2019
- Designed a custom language to describe malware behavior signatures, and wrote a lexer, parser and compiler in Python to transcribe the language into C++, building on a previous language at Symantec
- Created an engine to generate events while emulating an executable, and efficiently match these events to behavior signatures from my custom language
- Wrote a highly customizable virtual file system and virtual Windows registry in C++ and Python to support x86 static emulation of potential malware and combat anti-emulation techniques

Data Analyst Intern at ORIS Intelligence   Summer 2018
- Independently wrote several Python web scrapers to categorize company-tracked websites
- Scrapers I developed allowed site monitoring issues to be detected and addressed on a much larger scale, and helped to discover thousands of previously untracked web pages

Projects

StorySeeker   2019-present
- Built and released an Alexa Skill and companion website where users can write and listen to choose-your-own-adventure style stories
- Working with one partner, I personally developed the skill using Python and Postgres, and built the website backend with Python, Flask, Postgres and AWS

Water Wars   March 2019
- Created a web application for LA Hacks to gather and display water usage information to encourage conservation
- Collaborated with three other students, with primary responsibilities being Java server-side programming, Postgres database creation and management, and deployment to Google Cloud Platform

Saucebot   October 2018
- Solo developer for a GroupMe and Google Action bot that scrapes dining hall pages, tracks food items, and interacts with users
- Written in Python 3 using BeautifulSoup, Postgres, DialogFlow, and Flask. The app and database are hosted using Google Cloud Platform

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

Clarinetist in the UCLA Marching Band   2017-present

Awards

Member of Upsilon Pi Epsilon, California Beta Chapter   Inducted 2019

Four time member of the Dean's List   2017-2019