

Robert Geil

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Education

University of California, Los Angeles

2017-present

- **3.71 GPA**
- Major: Computer Science
- Relevant Coursework: Data Structures and Algorithms, Computer Network Fundamentals, Operating Systems, Programming Languages, Database Systems, Linear Algebra, Discrete Mathematics

Upper Arlington High School, Columbus, OH

2013-2017

Skills and Proficiencies

C/C++, Python, Java, C#, SQL, Unity 3D, HTML/CSS, Git Version Control, Linux/UNIX, Excel, Agile

Work Experience

Data Analyst Intern at ORIS Intelligence

Summer 2018

- Used an Agile workflow to plan, develop, test and reevaluate software
- 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

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, PostgreSQL database creation and management and deployment to Google Cloud Platform

Saucebot

October 2018

- Solo developer for a GroupMe bot that scrapes dining hall pages, tracks food items, and interacts with users
- Written in Python 3 using BeautifulSoup and a Flask server

Ludum Dare 41 Game Jam

April 2018

- Lead programmer of a four person team at Ludum Dare 41 that developed *Desert Fishing*, a 3D puzzle game
- Managed integration of sound, artwork and level design to complete the game within the weekend
- Primary responsibilities included gameplay programming, animations, and scene management and design

Activities

Team Lead for ACM Game Studio

2019-present

- Help to mentor students through their development of games
- Integrate artwork and programming as well as manage timelines to produce a finished game

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

Two time member of the Dean's List

2017-2018

National Merit Scholarship Winner

2017