

# Yonathan T. Gashu

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## EDUCATION

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### Georgia Institute of Technology

Atlanta, GA

*Bachelor of Science in Computer Science - GPA 3.6/4.0*

*Graduating May 2027*

- Specializing in *Artificial Intelligence & Information Internetworks*
- Coursework: Computer Organization, Data Structures & Algorithms, Object-Oriented Programming, Linear Algebra

## EXPERIENCE

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### National Security Agency (NSA)

Aug. 2023 - Present

*Software Developer Intern*

*Fort Meade, MD*

- TBD
- TBD

*Software Developer Intern (High School)*

Sep. 2022 - Aug. 2023

- Member of the government development team in the Data Targeting Solutions division. This team is essential for the creation of enterprise applications in support of targeting using Cloud Native techniques
- Selects and completes stories within each Sprint, enabling features to be delivered on time
- Participate in scrum Agile development methodology, including all ceremonies
- As part of a DevOps team, support project from requirements gathering, development, unit testing, integration testing to deployment and maintenance

### Verizon

Jul. 2022 - Aug. 2022

*System Developer Intern*

*Remote*

- Implemented GitLab and Jenkins for streamlined continuous integration and continuous deployment (CI/CD) processes, facilitating efficient code management
- Acquired expertise in essential systems, encompassing DevOps practices, AWS, microservices architecture, and cloud computing solutions

## PROJECTS

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### C# Game Development | *Unity Game Engine*

June 2021 - Present

- Created multiple 3D models using Blender and imported them into the Unity Game Engine to give them functionality
- Utilized C# scripts in Visual Studio Code to manipulate Unity's 3D Rigidbody Physics and create first-person and third-person perspective player movement systems
- Developed a modular weapon system, which allows for more efficient implementation of new weapons & avoids redundancy in the code/methods
- Created a grappling hook through the combined use of Unity's Physics class, Unity's LineRenderer, the player's camera, and the player's input, thus giving the pistol weapon dual functionality

### TBD | *HI!*

May 2023 - Present

- TODO
- TODO
- TODO

## AWARDS

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**Stokes Educational Scholarship:** Selected to receive up to \$30,000 in tuition scholarship, a year-round salary, and summer internships

**Georgia Tech Provost Scholarship:** One of 60 students awarded \$85,000 over four years

## TECHNICAL SKILLS

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**Languages:** Java, TypeScript, C#, Rust, Python

**Frameworks:** React, Vue, JUnit

**Developer Tools:** Linux, Git, Docker, Amazon Web Services, Google Cloud Platform, VS Code, IntelliJ, Jenkins, JIRA, Visual Studio Code, Unity