Gavin M. Mack

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PROFILE

Outgoing, dedicated, creative undergrad student studying Computer Science and Game Design.

Understanding of object-oriented design and working knowledge of relational database technologies and database management systems.

Currently seeking opportunities for summer 2015

EDUCATION

University of California, Santa Cruz – Santa Cruz, California

Expected graduation date: June 2016   Current Cumulative GPA: 3.4

COMPUTER & PROGRAMMING SKILLS

Languages

- Proficient in: ANSI C, C++, Java, Python, Javascript
- Familiar with: SQL, PSQL, HTML5, CSS3, Assembly/MIPS/LC-3, Perl, Smalltalk, Scheme, Jquery
- Windows, UNIX and Linux environments (extensive terminal experience)
- Other: Blender, MS Office, MS Powerpoint

PROJECTS

Antigen Web Browser Game

Developed 2D puzzle/strategy game in Javascript using CraftyJS game engine (within Aptana Javascript IDE). Designed and coded credits page. Wrote multiple design documents outlining progression of game. Created CSS templates. Game can be played at: http://people.ucsc.edu/~gmmack/antigen/src/gamestuff.html

EXPERIENCE

Calculus and Algebra II Tutor   June-August 2013, 2014

- Tutored four different high school students for about four hours per week
- Worked through homework, exams, and provided supplemental instruction to the students' classes

Independent Contracting for C++ Programming   July 2014

- Wrote code for a physicist to read in raw data from dark image files and write out that data to a new file in a readable format.