

Sebin Gil

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EDUCATION

The University of North Carolina at Chapel Hill

2018-2022

- Bachelor of Science in Computer Science
- Minor in Mathematics, Minor in Statistics

Relevant Coursework

- Data Structures and Algorithms
- Computational Photography
- Computer architecture
- Higher Level Concepts; concurrency, scope, futures/promises, aspect oriented programming
- 2D Graphics
- Theory of computation
- Web Programming

WORK EXPERIENCE

Kidzu Children's Museum

Sept 2021- Nov 2021

- Introduced coding to kids via toys such as Sphero SPRK+, Lego Mindstorm, and others.

PROJECTS

Reading Disability Web App

2022

- A personal project in which I implemented a React website to treat children at risk for reading disabilities via early intervention. The website consists of scientifically informed games that train phonological awareness and improves word encoding and decoding. The games also help dyslexic adults improve their reading ability.
- Written primarily in Javascript.

Computational Photography

2022

- Implemented image modification motifs such as blending, hybrid images, synthetic bokeh, and HDR.
- Written in Matlab.

2D Graphics Engine

2021

- Implemented a 2d graphics in a similar design to the Skia graphics engine.
- Written in C++.

Lisp Interpreter

2021

- Implemented a comprehensive Lisp interpreter.
- Written in Java.

Park Finder

2020

- Implemented a Firebase Website to create a comprehensive search engine that returns parks of interest and information on the parks. Searches can be filtered and may be saved to your favorites either locally or via the cloud.
- Written primarily in Javascript.

SKILLS

- Languages: Javascript, Matlab, R, Java, PHP, C, C++, Assembly, Prolog, Lisp, ML, Erlang, Python
- Relevant Skills: HTML/CSS, Git, Node.js, React, Microsoft Office