Sebin (Andrew) Gil

CONTACT

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EDUCATION

UNC Chapel Hill   2018-2022
Bachelor of Science in Computer Science
Relevant Coursework
- Data Structures and Algorithms, 2D Graphics, Computational Photography, Computer architecture, Theory of computation, Web Programming
- Higher Level Concepts; concurrency, scope, futures/promises, aspect oriented programming

Mathematics Minor, Statistics Minor

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 that utilizes the National Park Service API and Open Weather AP to create a comprehensive search engine that returns parks of interest and information on the parks
- Searches can be filtered by weather condition and by state 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