Gavin Barber

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EDUCATION

University of Central Florida Orlando, FL

Bachelor in Computer Science *Expected Spring 2023*

- GPA: 3.521
- Relevant Courses: Database Systems, Operating Systems (*currently enrolled*), and Algorithms for Machine Learning (*currently enrolled*)

PROJECTS

Dungeon Divers | *Unity, Visual Studio, C#* May 2020 – Present

- Personally designed and developed a fast paced 2D platformer game in Unity for iOS mobile devices.

Dead Ringer | ⌂ March 2022 – May 2022

- Created a web based application that automatically sends pre-written emails to selected recipients if the user does not check in before the amounted time ends.
- Project leader and back-end developer for a group of seven.
- Developed the REST API using Express.js and integrated SendGrid's API for automated email delivery

Shomi | ⌂ Feb 2022 – May 2022

- Developed a college social event management website on a LAMP Stack.
- Constructed extensive database using MySQL and utilized PHP for the REST API

Goldpages | ⌂ Jan 2022 – March 2022

- Project leader and back-end developer for a team of five that developed a simple web based contact manager using a LAMP Stack.

TECHNICAL SKILLS

Languages: (*Proficient*): C, Java, Python, HTML/CSS (*Familiar*): JavaScript, PHP, C#

Tools: Unity, Visual Studio, Adobe Photoshop, Github, Advanced REST Client (ARC), Swaggerhub

Database Management: MySQL, MongoDB