

Gavin Barber

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EDUCATION

University of Central Florida

Bachelor in Computer Science

Orlando, FL

Expected May 2023

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

PROJECTS

Dungeon Divers | 📺

May 2020 – Present

- Personally designed and developed a fast pace 2D platformer game in Unity for iOS mobile devices.
- Created various enemies, moving obstacles, levels, and a scoring system with C# scripts.
- Utilized Unity's collision detection to program an automatic movement system for the player.

Portfolio Website | 🌐

October 2022

- Built a personal portfolio website using React and tsParticles to showcase my web presence, projects, and skills in a visually appealing format.
- Deployed on Github Pages and repository is public to other's that wish to use my template.

Dead Ringer | 🌐

March 2022 – May 2022

- Created a web based application using a MERN stack that automatically sends pre-written emails to selected recipients if the user does not check in before the amount of 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.

TECHNICAL SKILLS

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

Frameworks and Libraries: Node.js, React, Express.js

Technologies: Git, Unity, MySQL, MongoDB, Advanced REST Client, Jira, Swaggerhub