Gavin Barber

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EDUCATION

University of Central Florida   Orlando, FL
Bachelor of Science in Computer Science   *Expected May 2023*
- GPA: 3.54
- Relevant Courses: Database Systems, Operating Systems, Algorithms for Machine Learning, Robot Vision (*currently enrolled*), and Concepts of Parallel and Distributed Processing (*currently enrolled*)

PROJECTS

AI Perception of Analog Gauges – Siemens Energy   September 2022 – Present
- Collaborated with a scrum team of five to develop an end-to-end prototype system that utilizes AI methods to predict the indicated values of analog gauges.
- Built a robust RESTful API in Django that serves data to every component of our system and performs data analysis, and deployed the API on EC2 for scalability and availability.
- Designed and deployed a MySQL database on AWS and implemented S3 for file storage.

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 amounted time ends.
- Project leader and back-end developer for a group of seven.
- Developed a RESTful 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 RESTful API.

TECHNICAL SKILLS

Languages: (*Proficient*): Python, Java, C, HTML/CSS (*Familiar*): JavaScript, PHP, C#
Frameworks and Libraries: Django, Node.js, React.js, Express.js
Tools: Git, AWS(EC2, S3, Elastic Beanstalk, RDS), Unity, MySQL, MongoDB, Jira