

# Gavin Barber

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## EDUCATION

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### University of Central Florida

*Bachelor of Science in Computer Science*

Orlando, FL

August 2019 – May 2023

- GPA: 3.6
- Relevant Coursework: Database Systems, Operating Systems, Algorithms for Machine Learning, Robot Vision, and Concepts of Parallel and Distributed Processing

## EXPERIENCE

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### Software Engineer 1

March 2024 – Present

*TipHaus*

*Remote, USA*

- Developed integrations with point-of-sale (POS) systems by connecting to their APIs and performing ETL (extract, transform, load) processes to synchronize data with TipHaus.
- Rebuilt the authentication system, implementing secure HTTP-only cookies for authentication tokens, enhancing security by replacing local storage for token management.
- Implemented single sign-on (SSO) capabilities to streamline user authentication across services.
- Collaborated on platform stability and maintenance (PSM) efforts to improve reliability and scalability of core features.
- Contributed to various aspects of platform development using **Laravel**, **GraphQL**, and **React**, enhancing feature sets and supporting overall product growth.

## PROJECTS

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### Co-Founder – ReplyDog | 🌐

March 2024 – Present

- Co-founded **ReplyDog**, a platform enabling businesses to automate and manage customer outreach effectively.
- Built backend infrastructure using **Laravel** and **Python worker scripts** for automated tasks, communicating seamlessly through **Redis** for efficient job handling.
- Implemented integrations with **Reddit** and **Twitter (X)** to expand user reach and engagement options.
- Leveraged **AWS (EC2 and RDS)** for scalability and reliability, ensuring secure data storage and high availability.

### AI Perception of Analog Gauges – Siemens Energy

September 2022 – April 2023

- 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 **AWS EC2** for scalability and availability.
- Designed and deployed a **MySQL** database on **AWS** and implemented **S3** for file storage.

### iOS Unity Game - Dungeon Divers | 🍏

August 2023 – November 2023

- Independently designed and developed a fast-paced 2D platformer game in **Unity** using **C#** for iOS devices.
- Created endless dynamic levels, various enemies, and a scoring and currency system with **C# scripts**.
- Published on **App Store** for **iOS devices** and integrated Unity Ads.

## TECHNICAL SKILLS

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**Languages:** Python, PHP, JavaScript, Java, C#, SQL, HTML/CSS, C

**Frameworks and Libraries:** Laravel, Django, Node.js, React.js, Express.js, GraphQL

**Tools:** Git, Docker, AWS (EC2, S3, RDS), Redis, Unity, MySQL, Jira