David Gorin

224-334-5706 | davidgorin03@gmail.com | https://david-gorin.com
Hard-working and fast-learning student looking for an internship in Software Development.

Education

BS COMPUTER SCIENCE - GEORGIA INSTITUTE OF TECHNOLOGY-(AUGUST 2021-MAY 2024)

- Major: Computer Science
- GPA: 3.91

CLASSES TAKEN / IN PROGRESS

- Math: Discrete Math, Linear Algebra, Statistics, Multivariable Calculus, Combinatorics
- Programming: OOP, Objects & Design, Intro to ML, Database Systems, AI
- Theory: Data Structures, Algorithms, Systems and Networks, Computer Architecture

Technical Skills

LANGUAGES

- Proficient in Python, Java, JavaScript, C#, C++, SQL

SOFTWARE & TECHNOLOGY

- Platforms: MS Windows, Linux, Azure
- Libraries/Frameworks: React.js, Node.js, .NET , Express , Junit, Xunit, NumPy, Scikit-learn , Keras, Pandas, ROS
- Development Tools: IntelliJ, Visual Studio, VS Code, and JupyterLab
- Database Systems: MongoDB, MySQL, Azure Cosmos DB

Work/Research

SOFTWARE ENGINEER INTERN – CNH INDUSTRIAL – (MAY 2023 – AUG 2023)

- Gathered and analyzed requirements for a system to detect bugs and assign work tickets
- Created a micro front end using React.js and the Refine framework
- Developed an accompanying microservice in ASP.NET core
- Integrated various Azure services including Redis Cache, Cosmos DB, and the Azure DevOps REST API

DATA SCIENCE INTERN - ABBVIE – (JUNE 2022 – AUGUST 2022)

- Worked on a team which sought to predict sales using an ML model
- Improved the efficiency of a function that was used for data processing
- Utilized ML techniques to tune the parameters of an XGBoost classification model

VERTICALLY INTEGRATED PROJECTS - ACT DRIVING LAB – (JANUARY 2022- MAY 2022)

- Aided in the calibration of an RL model of a roundabout using python and TensorFlow
- Engaged in weekly team meetings to share progress and consolidate workload

Projects

ROBOJACKETS SOFTWARE TEAM - ROBOJACKETS – (SEPTEMBER 2021 -)

- Wrote software design documents, reviewed with the team, and proposed a schedule
- Developed new features for the robot simulation using C++, python, ROS2, as well as computer vision and ML principles

ATOMZ BOARD GAME - ATOMZ.HEROKUAPP.COM

- Developed multiplayer online board game using a React.js frontend with typescript template
- Utilized Node.js backend with an express server and implemented Socket.io API for client-server communication

CAMPUS DISCOVERY APP

- Worked with a team to create a website that allowed students and organizations to share events around the campus
- Implemented the MERN stack (MongoDB, Express, React.js, and Node.js)
- Organized code through the creation of diagrams such as Domain Models and SSD's

AI GEOTAGGER

- Applied principles of machine learning to create a model which aimed to predict a photo's country of origin
- Developed custom scripts to gather and pre-process training data using python and the google street view API
- Designed a CNN using the PyTorch library