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

BA COMPUTER SCIENCE - GEORGIA INSTITUTE OF TECHNOLOGY-(AUGUST 2021-MAY 2024)
- Major: Computer Science
- GPA: 3.96

CLASSES TAKEN / IN PROGRESS
- Math: Discrete Math, Linear Algebra, Multivariable Calculus
- Programming: Object Oriented Programming, Objects & Design, Intro to ML
- Theory: Data Structures and Algorithms, Design & Analysis of Algorithms

Technical Skills

LANGUAGES
- Proficient in Java, C++, JavaScript, Python
- Familiar with XML, SQL

SOFTWARE & TECHNOLOGY
- Platforms: MS Windows, Linux
- Libraries/Frameworks: React.js, Socket.io , NumPy, Scikit-learn , Keras, Pandas, Express, ROS
- Development Tools: IntelliJ, Junit, Visual Studio Code, and JupyterLab

Work/Research

DATA SCIENCE INTERN - ABBVIE – (JUNE 2022 – AUGUST 2022)
- Improved the efficiency of a function that was used for data processing
- Utilized ML techniques to tune the parameters of an XGBoost classification model
- Transformed input data using SQL and Python in JupyterLab

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
- Utilized matplotlib to animate completed model

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, and ROS2
- Implemented SLAM and elevation mapping capabilities

ATOMZ BOARD GAME
- Developed multiplayer online board game using a React.js frontend with typescript
- Created backend using Node.js and web sockets with socket.io API