Drew Gill

Computer Science + Biochemistry Student

drewgill89@gmail.com | (407) 534-4132
Gainesville, FL
linkedin.com/in/drewgill/
github.com/drew-gill | devpost.com/DrewGill

Education

University of Florida, Gainesville, Florida	Graduation: May 2022
B.S. in Computer Science and B.S. in Biochemistry (Double Major)	**GPA: 4.00**

Skills

Programming Languages:	C++, C#, C, Java, Python, R, MATLAB, SQL, Dart, MIPS, JavaScript
Application Design:	Unity, Unreal, VR, Android, Django, Flutter, Node, React, Vue, JSP, Godot
Development/Backend:	Git, GCP, AWS, MuleSoft, GitHub, NoSQL, Bash, Windows/Linux/Unix
Relevant Coursework:	Data Structures & Algorithms, Databases, Operating Systems, Programming Language Concepts, Natural Language Processing, Software Engineering
Other:	Tableau, OAS 3.0, Markdown, Slack, MS O365, Agile, Jira, Kanban, Scrum

Work & Research Experience

Amazon, Software Development Engineer (SDE) I Intern — May 2021-Present

- Owning the expansion of Vue/Java application, improving UX and security of an inter-company service.
- Communicating with stakeholders to identify desired application design and iterating based on feedback.
- Ensuring production-quality work via code reviews by SDEs, unit testing, and integration testing.

Dream Team Engineering, DreamTeamU VR Team — July 2018-Present

- **Director of DreamTeamU (Apr 2021-Present):**
  - Managing all software-focused projects of the organization, composed of ~30 developers working with VR, Python, Arduino, Flutter, and other technologies depending on the project.
  - Actively communicating with medical professionals to identify projects in demand, define project requirements, and implement completed solutions in the healthcare setting.
  - Setting goals and timelines for each project and assisting with development as needed.
- **SuturingVR Captain (Jan 2020-Present):** Leading the design of a distraction-based therapy VR game custom built for, and in use in, a study at Shands Hospital; published to the Oculus Quest App Lab.
  - Leading team of six developers, teaching new members topics including Unity, Git, UX design.
  - Polishing design based on feedback and hands-on usage of the game in clinical setting.

Equal Access Clinic, Study Coordinator – VR Pain Reduction Study — January 2021-Present

- Developing training materials for research staff on VR usage, permitting the study to expand efficiently.

Pfizer, Digital Intern – Enterprise Data & Solutions Architecture — June 2020-August 2020

- Compared AWS and MuleSoft API offerings for architectural decisions via implementations in both.
- Analyzed demand management data in Tableau and automated demand management via Jira.
- Piloted 2D game built in Godot to demonstrate the drug design process, along with other digital interns.

Projects

WTM?: Exploring nearby areas	SwampHacks 2021 (Jan 2021)	React, MaterialUI, GCP
FreeBeez: Connecting people to nearby free giveaways, events, etc.	SwampHacks 2020 (Feb 2020) ***Best use of Google Cloud, 2nd place***	Google Maps API, GCP, Flutter used for cross-platform capability.
Littr: Reducing litter by community awareness	HackGT 2019 (Oct 2019) ***Best use of Google Cloud, 2nd place***	Android, GCP, Google Maps, ML Kit, AutoML for smart detection