Fredrik Gjellesvik

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**EDUCATION** BS Computer Science, Duke University

08/2014 - 05/2018 (expected)

**PREVIOUS POSITIONS** Center for Aging and Human Development

*Clinical research assistant*

July 2015 – April 2016 (10 months)

Duke University Libraries

*Student assistant*

March 2015 – May 2015 (3 months)

**LANGUAGES** Proficient: Java, Python, C/C++, C#

Familiar: HTML, CSS, JavaScript

**DEV. PLATFORMS** Unity engine

Unreal engine

Eclipse IDE

Android Studio

**PROJECTS** Ball-game

(see fredrikgjellesvik.com) *An android app developed through Unity.*

Avoid the Drain

*An android app developed through Unity.*

Drink Log

*A mobile app developed for Android using Android Studio.*

Line-following Arduino bot

*Arduino bot designed to follow a black line using QTI sensors, and object detection using RFID transmitter+tags.*

YouTube Windowed Full Screen

*Google Chrome extension that allows videos on youtube.com to be played full screen within the browser’s window.*