

Gareth C. George

SOFTWARE ENGINEER

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Skills

Languages JavaScript (Node.js), PostgreSQL, Lua, Python, Java, C++, Haskell, PHP, HTML, CSS
Technologies git, unix shell (mac + linux), PostgreSQL, MySQL, SQLite, IMAP, RabbitMQ, PayPal API

Education

UCSB College of Creative Studies

Santa Barbara, CA

2ND YEAR JUNIOR STANDING, MAJOR: COMPUTING

2015 - 2019

- CS130A - Data Structures and Algorithms
- CS138 - Formal Automata
- CS174A - Database Design
- CS160 - Compilers

Stanford Summer Institute

Palo Alto, CA

STUDENT

Summer 2013

- Three week crash course in machine learning and AI
- Applied Minimax and A* to win second place in class competition: a maze game where AI's competed

Experience

Adobe

San Jose, CA

MOBILE CREATIVE ENGINEERING INTERN

June - September 2016

- Worked on Adobe Sketch and Adobe Draw team
- Developed new features and UI in Objective-C
- Wrote experimental code for re-architecting the project browser view currently in the latest version of Adobe Sketch and Adobe Draw on the App Store
- Optimized renditions by implementing multithreaded loading and generation of image thumbs with Apple's core graphics library
- By the end of my 12 week internship I was regularly pulling stories from the team's tracker and contributing production code to both Sketch, Draw, and the common app shared library

Entefy

Palo Alto, CA

BACKEND SOFTWARE ENGINEERING INTERN

2014 - 2015

- Developed backend services with Node.js and PostgreSQL
- Implemented various API's including IMAP for mail handling
- Implemented internal message and notification dispatcher with RabbitMQ and Node.js
- Wrote numerous SQL queries and triggers to handle API requests
- Worked for Entefy in summer 2014, summer 2015, and throughout the 2014-2015 school year

SuperiorServers.co

COOWNER, DEVELOPER & MODDER

2013-PRESENT

- Develop new features and mods for game servers in Lua and occasionally C++
- Diagnose and fix bugs as reported by users
- Optimize code to improve stability (replaced many of the games internal libraries with optimized versions)
- Manage servers and ensure players are having a good time
- Worked with server-client networking as well as database queries for persisting player account information

San Mateo High School Newspaper

San Mateo, CA

WEB EDITOR & DEVELOPER

2014-2015

- Completely redesigned website and won awards
- Setup SEO Plugins & Page Caching to improve traffic and stability
- Installed analytics to allow for advertisement sales
- Edited WordPress submission code to automatically extract title images to optimize submission process and reduce workload for editors

Extracurricular Activity

San Mateo High School Computer Science Club

San Mateo, CA

CO-PRESIDENT

2014-2015

- Taught students Java & JavaScript
- Led robotics exercises involving an AR Drone

Google CAPE

CAPE AMBASADOR

2011-2012

- Was selected from a competitive pool of applicants to attend the Google CAPE Academy as a student interested in computer science
- Spent 5 weeks in Google San Francisco offices learning about Computer Science
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Google Trailblazer

TRAILBLAZER ALUM

2013

- Over the course of a few weeks participated in online meetings to discuss issues in computer science education
- Was selected from a competitive applicant pool to attend a summit in Google's Mountain View offices
- Was selected as a team leader based on my project proposal working with another student from the United States, one from Ireland, and an educator from Serbia
- Over 24 hours we worked on and presented an idea to make education more accessible to disadvantaged youth and to close the gender and demographic gaps in Computer Science

Honors & Awards

2014 **Winner Romo Challenge**, Romotive

2013 **Best Website Design in Northern California**, Journalism Education Association

2013 **Best Website Design 2013**, San Francisco Peninsula Press Club