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GARY I. FISHELL

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EMPLOYMENT

Software Engineer **Northrop Grumman** **Winter 2021 – Present**

- Reworked system level C++ net code to interface with a Java Swing application on a tablet.
- Led daily scrum check-in and biweekly sprint planning meetings as an apprentice Scrum-Master.
- Implemented Java Swing framework to create a tablet application with touch-screen support.

Software Engineer, Intern **Northrop Grumman** **Winter 2018 – Winter 2021**

- Utilized React & Redux to transform a mission critical Java Swing application into a web UI.
- Interfaced embedded device queries into a PostgreSQL database & published to a web UI.

EDUCATION

San Diego, CA **San Diego State University** **Fall 2017 – Dec 2020**

- B.S. in Computer Science. In-major GPA: 4.0. Overall GPA: 3.9
- Undergraduate Coursework: Operating Systems; Databases; Algorithm Analysis; Programming Languages; Comp. Architecture; Software Engineering

TECHNICAL EXPERIENCE

Graffiti Incident Tracker System (2020): HTML, Bootstrap Javascript, Python, Flask, SQLite

- Developed a graffiti incident tracking web application which utilizes a RESTful API using Flask.
- Utilized Google Maps API to provide geospatial awareness of incidents.
- Built an SQLite database to store incident data submitted via a web form.
- Implemented multi-role login system utilizing Flask-Login for session management.
- Utilized Selenium WebDriver to exercise client and server logic across all endpoints.

CHIP-8 Interpreter (2021): C++, Simple DirectMedia Layer (SDL)

- Created a CHIP-8 interpreter to virtualize games ran on the Telmac 1800 8-Bit microcomputer.
- Emulated CHIP-8 specifications (Registers, memory, opcode interpretation) using C++.
- Utilized the Simple DirectMedia Layer (SDL) library to replicate sound, display, and input.
- Designed a Debugging User Interface to display system level information.

Dodgy Bullet (2020): C# and Unity 3D

- Created a 3D game using Unity where the player must dodge objects and shoot robots.
- Developed complex game logic with performance optimizations using C#.

ADDITIONAL EXPERIENCE AND AWARDS

- **SDSU Summa Cum Laude (2021):** Awarded for students with a cumulative GPA of 3.8 or higher.
- **SDSU Deans List (2017-2021):** Awarded each semester for a term GPA of 3.5 or higher.

Languages and Technologies

- C++; C; Java; Swing; Python; Flask; C#; PostgreSQL; SQLite; JavaScript: XML (XSD) Schema
- Unix/Linux; Visual Studio; Visual Studio Code; Eclipse; Netbeans; Unity