

# GAVIN COBB

---

## PROFESSIONAL SUMMARY

- 2 years of professional experience and 4+ years of CS education experience focusing on creating beautiful and efficient software solutions.
  - Proven ability to design, build, and deploy scalable interactive applications utilizing full-stack development concepts.
  - Passion for using multiple technologies to deliver code in the highest standards.
- 

## WORK EXPERIENCE

Software Engineer | Strasz Assessment Systems | March 2022 - present

- Worked on the Product Development team to add and change existing functionality for Assessment development and publishing software.
- Developed the "Pro!" Desktop application utilizing WPF and embedded web browsers. WPF, ASP.Net, Angular, with C#, Xml, Javascript, HTML, and CSS.
- Developed the "Publish" web application utilizing ASP.Net, with C#, Xml, TypeScript, Javascript, HTML, and CSS.
- Developed the Item writing and Review project web application that allows users to review assessment details and approve/change them.
- Developed a process to clone and duplicate exam projects to allow ease of reusability for the user.
- Worked on UI changes and logic changes to existing rulesets within the desktop application.
- Created a process to import IRT data within the exam to allow for algorithmic based questioning within the Pearson Driver.
- Developed a process to provide examinees with Score Report's based on passed, failed, and taken exams.

Software Engineer | Southern Glazer's Wine And Spirits | October 2021 - March 2022

- Worked on the Critical Apps API team to create and fix services that send data to other applications in a .Net environment.
- Developed an Error Reporting Dashboard web application to track and display payment and order errors, Utilizing ASP.Net with C#, Javascript, HTML, and CSS.
- Developed a process to transfer inventory data from Elastic to

## CONTACT

**Address:** West Palm Beach, FL 33417

**Phone:** (931) 338-8953

**Email:** [gavincobbco@gmail.com](mailto:gavincobbco@gmail.com)

---

## LINKS

- [cobbcollection.com](http://cobbcollection.com)
  - [github.com/gcobb1](https://github.com/gcobb1)
  - [linkedin.com/in/gavin-cobb/](https://linkedin.com/in/gavin-cobb/)
- 

## SKILLS

- C++
  - C
  - C#
  - Java
  - CSS3
  - HTML5
  - Javascript
  - Unity
  - Unreal Engine 4
  - .NET Framework ( including Core & ASP.Net)
  - Azure/AWS/DigitalOcean
  - JQuery
  - MS SQL Server
  - SQL
  - Qt
  - Wt
  - Git/Github/BitBucket
  - XML
  - Vue.js
  - React.js
  - Linux
-

Michigan sites.

- Created Unit Test Projects for 14 Services.
- Worked on the decommission of legacy software and refactored to fit a modern approach.

Software Engineer | HillRom | November 2020 - October 2021

- Developed and maintained six main Excel Medical Projects that account for millions of users and dozens of hospitals.
- Built many Drivers in C# that extract patient data from medical devices via RS-232 connection, and stored them to Databases.
- Created an update and loading system so that CarePanel Devices can be updated together and progress can be visualized on the client over TCP connections. Utilized Java, C#, Javascript, CSS, HTML, Android Studio and .Net Framework.
- Automated installation process, and database build and population process for the main web service utilizing C# and Entity framework.
- Worked with Video Cameras to transmit a live feed to a web application, utilizing C++ and .Net Framework.
- Fixed over 100 backend and frontend bugs in several web applications, web services, sql scripts, and desktop applications.
- Refactored 3 out of 7 of the main legacy application's tabs to be more efficient with a modern design.
- Refactored the main Web Service's dozens of stored procedures into entity framework structure for maintainability.
- Assisted in the Release of production updates on all 6 main projects as well as deployment to a hospital.
- Organized source control via bitbucket, as well as documented necessary development processes.
- Built features and fixed bugs on projects created on ASP.Net Core, .Net Framework, and other environments. Utilized C#, Java, and C++ for the backend; Javascript (vue and vanilla) and Razor for frontend; MS SQL Server for Database management; HTML and CSS for markup; JSON, XML used for data and configuration string parsing.

## TECHNICAL PROJECTS

Puzzle Solving Pathfinding Visualizer | pathfindpuzzle.com | Github

- "Power Puzzle!" is an interactive puzzle-based Web Application consisting of grids containing numbers up to  $(99!/2)$  combinations.
- Implemented a system in which users traverse a matrix to solve the puzzle mixed by a random number generation algorithm.
- Implemented a unique, original, and ordered pathfinding algorithm that solves any scaled matrix with a focus on efficiency.
- Created and designed a visualizer that connects to the backend

## FREELANCE WORK EXPERIENCE

E-Commerce Website | June 2020 - October 2020

- "Virtual Values" is a highly secure and responsive E-Commerce website.
- Developed all features including: Encryption, Admin Panel, Login/Registration, DBMS, UI, Payment System, Order System, Customer Dashboard.
- Deployed over a Reverse Proxy Server to encrypt web requests, mitigate DDoS attacks, reroute traffic to ensure site availability.
- Built application using ASP.Net Core utilizing C# for the backend, MS SQL Server for Database management, and Designed UI in HTML, JS and CSS

## RESEARCH PROJECTS

Artificial Intelligence: Significant Impacts In Insurance | PDF Presentation

- Researched Artificial Intelligence, Machine and Deep Learning.
- Modeled Machine Learning algorithms with TensorFlow.
- Created a presentation that displays research findings as well as educates on AI concepts in Insurance.

## EDUCATION

**Computer Science**

**The University of Tennessee -**

**Knoxville** - Knoxville, TN

- Member of National Honor Society
- Dean's List Spring 2017

mechanism for a customizable experience.

- Built backend in C++. Designed and built UI in CSS and manipulated HTML DOM with Wt. Configured deployment with XML.

3D Action-Adventure Survival Game | [gavincobb.itch.io/a-legends-blade](https://gavincobb.itch.io/a-legends-blade)

| Github | Video

- "A Legend's Blade" is a 3D infinite survival Sword-Fighting game that is available on Mac, Windows, and Linux.
- Sole Contributor to Game Programming, Art, Animation, 3d Modeling, Music, Sound Effects, Game Design, UX/UI, and Networking.
- Implemented dynamic difficulty algorithm, live-scoring, Leaderboard system, Artificial Intelligence, level design constructs, round management system, and optimized collision detection.
- Created and designed game with Unity in C#.

GavinCobbPortfolio | [cobbcollection.com](https://cobbcollection.com) | Github |

- "GavinCobbPortfolio" is a portfolio website to showcase these projects and provide a visual interpretation of this Resume.
  - Built UI in HTML, CSS, and created an Email Contact Form using Javascript and JQuery, as well as tested with Node.JS.
-