Grant Gurvis

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Professional Summary

I am a Junior Computer Science student graduating in Fall 2021 seeking an internship or research opportunity for the upcoming summer or fall.

Education

- **University of South Florida** — Tampa, Florida
  Major in Computer Science, Minor in Mathematics, GPA: 3.36 — *August 2018 – December 2021*
  - **Coursework**: Discrete Structures, Linear Systems, Computer Organization, Object Orientated Design, Data Structures (Summer 2020)

Experience

- **USF Society of Aeronautics and Rocketry** — Tampa, Florida
  IREC Payload Lead and Chief Technical Officer — *November 2018 – present*
  - **IREC Payload Lead**: Created a payload for a sounding rocket that is planned to go 30,000' which has a custom altimeter with a microwave radio to send telemetry to ground during flight.
  - **Chief Technical Officer**: Created a new website for the organization.
  - **Outreach**: Volunteered at multiple events to help under privileged students and Girl Scouts to earn a mechanical engineering badge through learning about rockets and engineering.

Projects

- **6502 Emulator**: Implemented full 6502 instruction set emulated in Rust that supports all indexing modes and is accurate to the cycle. Supports extendability via easily implementable memory maps.
- **6502 Assembler**: Implemented 6502 assembler in Rust that allows for flexibility in the assembly while still being able to assemble into a binary for the emulator or hex codes plus a debug mode.
- **Ray Tracer**: A basic ray tracer based on Ray Tracing in One Weekend and ported to Rust.
- **Machine Learning Meme Generator**: Used Keras and Tensorflow with Python to predict what would follow based on training on the book Moby Dick, then formated that prediction in a standard meme format. Won second place in the USF HackJam hackathon in November 2019.

Skills

- **Programming**: C, C++, Rust, Python, Java, C#, Haskell
- **Web**: HTML5, CSS, Javascript
- **Adobe Suite**: Premiere Pro CC, After Effects CC, and Photoshop CC
- **Git**: Git with GitHub/GitLab
- **Operating Systems**: GNU/Linux(Arch, Ubuntu), Windows, macOS
- **LaTeX**: This resume was written in LaTeX
- **3D Graphics Software**: Fusion 360, Blender, Unity, Unreal Engine