

Garrick Sewsankar

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SKILLS

- C/C++, Java, Python
- HTML5/CSS, JavaScript
- ReactJS, MongoDB, AWS Amplify
- ARM LEGv8
- BeGaze SMI Eye Tracking
- IPC 610-A Class 2 Solder Training
- Agile SCRUM Methodology
- CIW Internet Business Associate Certification
- Certified Microsoft Office Specialist PowerPoint
- Adobe Photoshop, Cyberlink PowerDirector, Unity, Blender

EXPERIENCE

PHILIPS Invivo Corporation, E1 Technician Dec. 2019 – Dec. 2020

- Assembled and tuned MRI radio frequency coils by soldering components to boards and calibrating the coils to work with correct frequencies.
- Work center production increased by 80%, from 8.1million in Q1 to 14.6million Q2, during the time I worked on the line.

UF Transportation Institute & JainLab, Research Assistant Oct. 2018 – Jun. 2019

- Analyzed video eye tracking data by creating regions of interest using BeGaze software on a driving safety project under the I-STREET initiative.
- Research was used to determine where drivers look while driving and if audio alerts would help protect pedestrians and cyclists.

Cypress Creek Performing Arts Department, Sound Designer Aug. 2016 – Jun. 2017

- Maintained and ran sound systems during theater productions that required simultaneous music, microphone audio, and sound effects.

PROJECTS

PacMan Artificial Intelligence Algorithm

- Created and implemented an algorithm to control a pacman character to play the game itself using Java.

Mock Minesweeper Game

- Re-created the game Minesweeper using the C++ SFML library.

Watchlistexchange.com

- Working on a potential social media platform using a serverless stack hosted on AWS, allowing users to create, share, view, and like different stock watchlists.

UF Hackathon: SwampHacks

- Used the Google Cloud API to find timestamps of words spoken in YouTube videos.

EDUCATION

University of Florida

Bachelor of Science in Computer Science, Minor Business Administration

Expected: May 2022

Completed Coursework

Data Structures and Algorithms, Computer Organization, Programming Fundamentals, Software Engineering