Garrick Sewsankar

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Objective

To obtain an internship or part-time job in the field of Computer Science, that will give me valuable work experience as I continue to pursue my education.

Education

University of Florida   Intended grad. May 2022

B.S. Computer Science, Minor Business Administration

Relevant Coursework:

Data Structures and Algorithms, Computer Organization, Programming Fundamentals, Professional Communication for Engineers

Skills:

- ➢ Programming Experience: C/C++, Java, HTML5/CSS, Python, Javascript
- ➢ Assembly: ARM LEGv8
- ➢ Certified Microsoft Office Specialist in Powerpoint, CIW Internet Business Associate Certification
- ➢ Adobe Photoshop, Adobe Dreamweaver, Cyberlink Powerdirector

Work Experience

Undergraduate Researcher: JainLab, UFTI   October 2018 - June 2019

I analyzed video eye tracking data by creating regions of interest using BeGaze software on a driving safety project under the I-STREET initiative.

Assistant Technician: Orange County Public Schools   August 2013 - May 2014

I replaced computer hard drives, monitors, peripherals, etc.

Projects

PacMan Artificial Intelligence Algorithm

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

Mock Minesweeper Game

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

Technovation Challenge: SootheSense

Led a team of developers, as project manager, to the creation of an Android App about productivity using MIT App Inventor.

UF Hackathon: SwampHacks Attendance

Began development of a mobile game using Android Studio.