


Joe Gravelle

 <https://joegravelle.me>

 (904)-707-0860

 jgravelle@ufl.edu

 jgravellefl

EDUCATION

B.S. COMPUTER SCIENCE, UNIVERSITY OF FLORIDA

MAY 2021

- Minor: Chinese language and literature
- GPA: 3.87/4.0
- Honors Program

Relevant Courses:

- Data Structures and Algorithms, Machine Learning in Python, Performance Python, Operating Systems, Databases

CHINESE LANGUAGE FULL IMMERSION

JUN 2019 – AUG 2019

- 8-week, language-pledge study abroad program at the Harbin Institute of Technology in Harbin, China through CET Harbin. Communicated in only Mandarin for 8 weeks.

SKILLS

- | | | | | | |
|----------|-------|------------|-------|--------------|-------|
| • Java | ●●●●● | • SQL | ●●●●○ | • Git/Github | ●●●●○ |
| • Python | ●●●●● | • C | ●●●○○ | • Spanish | ●●●●● |
| • C++ | ●●●●○ | • HTML/CSS | ●●●○○ | • Mandarin | ●●●●○ |

TECHNICAL EXPERIENCE

SOFTWARE ENGINEERING INTERN AT FIS WORLDPAY

AUG 2020 – PRESENT

- Developed deployable software, fixed bugs, and created unit tests (primarily utilizing the Spring Java framework) inside of Worldpay's extensive code database. Gained familiarity using Red Hat virtualization and Accurev version control software.
- Gained experience pair-programming, following an agile workflow model, and using Rally and Miro software to collaborate effectively with a team of developers.

SOFTWARE ENGINEERING INTERN AT NIELSEN

JUN 2020 – AUG 2020

- Cancelled due to Covid-19

PROGRAMMING FUNDAMENTALS TEACHING ASSISTANT

AUG 2019 – MAY 2020

- Held a Programming Fundamentals 1 lab and office hours once a week to teach course content and help students work through difficult and unique problems in Java.
- Graded assignments and collaborated with fellow TA's and the professor to improve the way material was presented to students.

PROJECTS

TUNECOACH

MAY 2020 – AUG 2020

- Worked with a team of 5 students to create a pitch detection and evaluation application aimed at helping musicians improve their intonation. The application can be easily downloaded and run from Github.
- Designed the GUI of the application using the Python Tkinter library. Also helped connect the GUI to the app's back-end.

ASL SIGN LANGUAGE IMAGE CLASSIFIER

FEB 2020 – APR 2020

- Collaborated with a team of 4 students to design and develop an ASL sign language classifier in Python. The final classifier utilized a neural network with three convolutional layers and classified signed letters A - H with around 90% accuracy.
- Helped to create and evaluate many different types of classifiers (MLP, SVM, KNN) before developing the final classifier.

Night Out

JAN 2018

- Designed and created the prototype of a group meet-up application using Android Studio and the Google Maps API. Users of the app would be able to create and see events around their city through event pins placed on a local map.

LEADERSHIP

PRESIDENT OF CHINESE CULTURE CLUB

AUG 2019 – NOV 2019

- Connected with teachers and students to create interest for the club, as well as listened to critical feedback about its operations.
- Stimulated meaningful dialogue between American and Chinese students at meetings.

SPANISH INSTRUCTOR UF FOREIGN LANGUAGE ORGANIZATION

SEP 2017 – APR 2018

- Held weekly meetings with groups of up to 6 students from various background to teach them Spanish.