3000 SW 35th Place G210C Gainesville, FL 32608 github.com/mdrewry

Mark Drewry

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Education

University of Florida, College of Engineering:

Major: Computer Science Minor: Communication

Expected Graduation: Spring 2022

GPA: 3.38

Relevant Courses:

Discrete Structures Computer Organization

Data Structures and Algorithms

Software Engineering

Experience

GameSetMatch Full stack Developer Internship

June 2020 - Present

I have spent the summer of 2020 developing a full stack webapp that is powered with React on the frontend and Google Firebase on the backend. I am the engineer responsible for the codebase and work with a great project manager and User Experience designer. This internship is the largest project I have worked on to date and has given me an amazing opportunity to become more familiar with JavaScript and become comfortable with React and Firebase.

Heavenly Writing Software Eng. Internship: https://tinyurl.com/y4uwgxty February - April 2020

As part of my Software Engineering class, CEN3031, the University partnered with local businesses and offered an internship program to students. We created webapps for these local businesses, giving us real world experience using GitHub and the MERN stack. My team created an astrology webapp that allows you to sign up to receive a new horoscope via calendar or email every moon phase. This was my first experience working on a large group project and improved my group communication and JavaScript skills.

Projects (Available at github.com/mdrewry)

SnapChef: github.com/mdrewry/SnapChef

May 2020

A small group project amongst my friends. We wanted to use Google Cloud Vision in a creative way and created a React Native app for IOS and Android that provides a list of recipes containing ingredients that the Google Vision machine learning API detects in an image.

Personal Website: markdrewry.com

April 2020

A website built with React and Material UI components.

Swamphacks 2020: devpost.com/software/crowdflow-u0jghn

January 2020

I attended and participated in the Swamphacks hackathon with a group of 3 others. We built a full stack webapp called CrowdFlow, which focused on providing large events with information on crowd movement and management. The app used React on the frontend with google cloud to power our backend code and storage. It was my first experience using React and Node JS and it encouraged me to learn more about web development.

Simple Interval: tinyurl.com/y6revuu6

December 2019

A simple app built using Android Studio. I used it often with workouts and was a great way introduce myself to app development. It taught me the basics of Android Studio and the app lifecycle.

Eagle Scout Fall 2017

I achieved the rank of Eagle Scout as a member of Troop 183 in the Boy Scouts of America.

Skills