

Mark Drewry

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Experience

- Java
- C++
- Python
- Android Studio
- JavaScript
- React

Education

University of Florida:

Major: Computer Science
Minor: Communications
College: Engineering
Year: Sophomore
GPA: 3.34

Relevant Courses:

AP Computer Science (Java)
Programming Fundamentals 2 (C++)
Discrete Structures
Computer Organization
Data Structures and Algorithms
Software Engineering

Cypress Bay High School:

GPA: 4.97
Rank: 130/1165

Projects

Simple Interval: Over winter break I took an online course from Udemy on android app development. From this, I was able to create and publish my first application, Simple Interval. It is an interval timer created for interval workouts. Skills acquired on this project include experience with XML, frontend design, and android app development using Java.

Swamphacks 2020, CrowdFlow: I attended Swamphacks 2020 and worked on a 4 person team to create a webapp called CrowdFlow. I created the frontend with another member of the group using React while the other two members of the group created a database and apis to link to the frontend. The purpose of CrowdFlow is to use past information on where people group together to train a model to predict where people will be in the future in large events like cruises, conventions, or any other organized event. This information is then displayed as a heatmap on a floorplan of the event, and the user can select when in the future he wants to see where people will likely be located. This project was a runner up for the Carnival Cruise coding challenge, and was an amazing learning experience.

Leetcode Problems: In order to practice the use of data structures and algorithms, I occasionally solve online coding problems on Leetcode.

Eagle Scout: I earned the rank of Eagle Scout in the Boy Scouts of America.