

Mitchell Gordon

mitchell.a.gordon@vanderbilt.edu

Current Address:

PMB 352616,
2301 Vanderbilt Place
Nashville, TN 37235

(615) 557 – 4615

github: mitchellgordon95
<http://mitchgordon.me>

Permanent Address:

3 Angel Trace,
Brentwood, TN 37027

EDUCATION

Vanderbilt University, Nashville, TN
Bachelor of Science, Computer Science
GPA: 3.83/4.0

December, 2015

LEADERSHIP

Vandy Hacks, Vanderbilt University
Board Member, Spring 2015

- One of six board members that organized a hackathon at Vanderbilt University, which brought 150 students from across the country to Vanderbilt University to make innovative applications.

Vandy Apps, Vanderbilt University
Project Leader, Android Mentor, 2013-present

- Leads a small team in the development of Android and web applications.
- Teaches new students programming concepts, especially in the realm of Android.

RELEVANT WORK

Epic Systems
Software Development Intern, Summer 2015

Institute for Integrated Software Systems (ISIS)
Undergraduate Research Assistant, Summer 2014

- Researched the development of automated testing for massively open online courses.
- Assisted in the creation of course content for Coursera courses, which covered concurrency in the Android framework and cloud service programming using the Spring framework.

MEDarchon

Android Development Intern, Summer 2014

- Enhanced and debugged the Android module of Quarc, a platform for secure messaging in the healthcare industry.

Vanderbilt University

Teaching Assistant, Fall 2014, Spring 2015

- Created and graded assignments for *Operating Systems II*, which covers facets of modern operating systems.
- Created and graded assignments for *Intermediate Software Design*, which teaches pattern-oriented design in large applications.

PROJECTS

The Pub at Vanderbilt

- A mobile-cloud application that lets users know when their orders are ready at The Pub on Vanderbilt's campus.

Team Tennessee's Website

- Created the website for Vanderbilt's Solar Decathlon Team, which designed and built a net-positive solar home.

Gravity

- A novel web-based game in which players use their phone's accelerometer to control elements on-screen. Built using Phaser.js, Node.js, Web Sockets, and Phone Gap.