

Quin Gill

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Education

University of California - Riverside

BS in Computer Science

Riverside, California

September 2022 - June 2026

Experience

Association for Computing Machinery at UCR(ACM@UCR)

Project Lead and Software Developer

Riverside, California

January 2024 - Present

- * Utilized Next.js, React, TailwindCSS, TypeScript, and Motion.dev to develop frontend components used on websites for 7+ student organizations at UCR
- * Taught 20+ weekly workshops to 100+ developers on web development and version control systems
- * Used Git, GitHub, GitHub Actions, and Scrum practices to Manage and code review groups of 10+ developers over 10 week project development periods for 5+ projects

UCR CS Department

Software Construction Grader

Riverside, California

September 2024 - Present

- * Used knowledge of software development methodologies including Scrum, Kanban, Test Driven Development, and SOLID principles to grade 200+ students' projects and exams
- * Assessed student's ability to use tools such as Googletest, GitHub actions, valgrind, GDB, and gcov through lab, project, and test assignments

Projects

ACM Starlight | *Next.js, Next Auth, TailwindCSS, Firebase, Resend*

github.com/acm-ucr/starlight

- * Oversaw 10+ developer team in building ACM@UCR's official project application portal
- * Implemented both frontend and backend functionality for application forms streamlining application process
- * Automated system emails using Resend to update applicants and reduce workload for leads

Text Adventure | *C++, CMake, Valgrind, Googletest*

github.com/qhgill/text-adventure

- * Led 4 other developers in a 4 week scrum development period by distributing tasks and designing project structure
- * Designed class structure and development timeline to ensure deadlines were met
- * Implemented screen and game logic, combat functions, and inventory logic using SOLID principles
- * Utilized Googletest and Valgrind for debugging and quality assurance

Compiler Project | *Rust*

github.com/qhgill/compiler-project

- * Collaborated with a peer to create a compiler for the Teh-Tarik programming language
- * Used Rust to implement a lexer, parser, and IR code generation
- * Ensured compiler accounted for conditionals, loops, complex expressions, and function usage by implementing a symbol table

Chaosify | *Next.js, TailwindCSS, Flask, PIL*

github.com/qhgill/chaosify

- * Developed an image distortion web app tool for testing ML model resilience against attack
- * Used Next.js, Typescript, TailwindCSS, and Motion to build the frontend
- * Used Flask, Python, and PIL to build an API for image distortion

Technical Skills

Languages: TypeScript, C++, JavaScript, Python, React

Developer Tools: Git, Github, Github Actions

Technologies: Next.js, TailwindCSS

Management: Scrum, Github Projects