

## Sae Gore

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### EDUCATION

#### UNIVERSITY OF SOUTH CAROLINA, College of Sciences and Engineering

*B.S in Applied Computer Science*

GPA: 3.88/4.00; President's List Recipient: Spring 2020 – Fall 2020

**Aiken, SC**

*May 2021*

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### EXPERIENCE

#### Waymo

*Software Quality Operations Associate*

**Mountain View, CA**

*September 2021- Present*

- Report bugs on security-related issues and violations, and test simulated self-driving data
- Analyze and perform quality assurance of proprietary self-driving software

#### Blingy

*Back-End Developer Intern*

**San Francisco, CA**

*August 2021- October 2021*

- Explored firebase technology and uploaded data of 1000 products to the firebase real time database
- Presented progress report of current back-end products during monthly company meetings

#### Computer Science Department, University of South Carolina

*Software Developer Intern*

**Aiken, SC**

*January 2020 - April 2020*

- Assisted in web projects for the college website using technologies such as HTML and CSS
- Implemented a student ID card reader application which stores the collected information in local folder

#### Pacer Times, University of South Carolina

*Content Creator*

**Aiken, SC**

*August 2020 - May 2021*

- Generated digital graphics for student articles using Canva to be uploaded on the Pacer Times website
- Recommended innovative engagement strategies resulting in 20% increase in viewership of the department website

#### Math Lab, University of South Carolina

*Undergraduate Student Assistant*

**Aiken, SC**

*August 2019 - May 2021*

- Proposed new marketing technique for Math Lab to increase student involvement by 30%
  - Aided college students with exam preparation, homework, assignments for mathematical courses
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### ACADEMIC PROJECTS

#### Capstone Project with NovaTech, LLC

Technologies: *C# Programming Language and .NET Framework*

**Aiken, SC**

*August 2020- December 2020*

- Gathered project requirements and deliverables for developing building blocks for the company software
- Collaborate with team members to developed the user interface for the application using C#.NET

#### Designing 3D Objects

Technologies: *OpenGL Libraries and C++ Programming Language*

**Aiken, SC**

*January 2020- April 2020*

- Implemented a 3D graphic design animation imitating an interrelation between a rocket and the moon
- User can interact with this animation through mouse, keyboard keys, and context menu

#### Command Based Game

Technologies: *Java Programming Language*

**Aiken, SC**

*August 2018- December 2018*

- Implemented a command-based game using Java where the game has two phases, a treasure hunt and a maze. The player wins the game if they land out of the maze.
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### SKILLS AND EXTRACURRICULAR ACTIVITIES

- C, C++, C#, Java, Python, Visual Basic, Web Development: HTML, CSS, JavaScript, PHP
- Tools: Microsoft Office Suite, Google Suite, GitHub, Canva, Slack, JIRA, IntelliJ IDEA, Visual Studio
- Hackathon: Participated at the Black Wings Hackathon held in February 2021
- Volunteer: Crowd Doing (March 2021-September 2021), IMPACT (August 2019-May 2021)