

Saee Gore

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Education

University of South Carolina Aiken
Bachelor of Science (B.S.) in Computer Science
President's List: Spring 2020 and Fall 2020
Dean's List: Fall 2019

GPA: 3.87/4.0

Aug 2017 - May 2021

Relevant Coursework:

- Web Development
- Data Structures and Algorithms
- Operating Systems
- Database System Design
- Computer Graphics
- Object Oriented Programming

Technical & Soft Skills

- Programming Languages: Visual Basic, C, C++, Java, Python, C#.NET, Android, OpenGL, SQL
- Web Development: HTML5, CSS, PHP, JavaScript
- Tools: Visual Studio, Visual Studio Code, IntelliJ IDEA, Canva, MS Office Suite
- Soft Skills: Time management, oral and written communication, critical thinking, and team player

Professional Work Experience

Volunteer at Crowd Doing

Jan 2021 – Present

- Designing a user interface in React-Native for the Nature Counter App.

Content Creator - USCA, Pacer Times

Aug 2020 – Present

- Generated digital graphics for student articles using Canva to be uploaded on the Pacer Times website and social media. Delivered digital content for at least 20 articles per week.
- Recommended innovative engagement strategies thus increasing 20% viewership of the Pacer Times website.

Computer Science Division Intern - USCA, Computer Science Division

Jan 2020 – Apr 2020

- Designed a student ID card reader application using C#.NET in 5 weeks.
- Met weekly project deadlines and also used HTML and CSS for mini webpage projects.

Math Tutor, USCA, Math Lab

Aug 2019 – Present

- Tutored college students for 2 years in various courses such as Calculus, Statistics, and Discrete Mathematics.

Academic Projects

Capstone Project with NovaTech, LLC

Aug 2020 – Dec 2020

- Gathered project requirements and deliverables for developing building blocks in 4 months by using C#.NET.
- Led the team and distributed tasks, and coordinated with the supervisor for weekly status updates.

Design 3D objects with OpenGL

Jan 2020 – Apr 2020

- Developed a user interactive 3D graphic design project animating a rocket orbit the moon using C++.
- Used OpenGL libraries to implement user interaction which can be achieved via mouse and keyboard.

Memberships & Student Involvement

- Developer, Black Wings Hackathon February 2021
- Member, Rewriting the Code (RTC) Oct 2020 – Present
- Volunteer, IMPACT, USC Aiken Aug 2019 – Present