Saee Gore

Palo Alto, CA, United States | 650-209-2762 | saee.works@gmail.com | linkedin.com/in/saee-gore | saee-gore.github.io My current location is Palo Alto, CA and I am open to relocate anywhere in the United States.

Education

University of South Carolina Aiken

GPA: 3.87/4.0

Bachelor of Science (B.S.) in Computer Science

Aug 2017 - May 2021

President's List: Spring 2020 and Fall 2020

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, Crowd Doing

Jan 2021 - Present

- Designing a user interface in React-Native for the Nature Counter App.
- CrowdDoing is a nonprofit organization and a virtual volunteering program.

Content Creator, Pacer Times, UofSC Aiken

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, Computer Science Division, UofSC Aiken

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, Math Lab, UofSC Aiken

Aug 2019 – Present

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

Academic Projects

Design 3D objects with OpenGL

Aug 2020 – Dec 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.

Capstone Project at NovaTech LLC

Jan 2020 - Apr 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.

Memberships & Student Involvement

Developer, Black Wings Hackathon

February 2021

Member, Rewriting the Code (RTC)

Oct 2020 – Present

Volunteer, IMPACT, USC Aiken

Aug 2019 - Present