# Saee Gore

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## Education

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| 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: Java, C++, C#, C, Python, Android, OpenGL, SQL**,** Visual Basic
- Web Development: HTML5, CSS, PHP, JavaScript
- Tools: Visual Studio, Visual Studio Code, IntelliJ IDEA, SQLite, MS Office Suite
- Frameworks: React-Native (Expo), Spring Boot, Thyme Leaf, .NET.
- 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.

**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 – May 2021

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

## Academic Projects

**Java Text Based Game- Team Project** — Aug 2020 – Dec 2020

- Implemented a game which works on specific commands using Java.
- The first phase of the game is similar to a treasure hunt that leads to, the second phase of the game, a maze. If the user successfully lands out of the maze, then the user wins the game.

**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.

**Design 3D objects with OpenGL** — Aug 2019 – Dec 2019

- 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, UofSC Aiken — Aug 2019 – May 2021