

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

EXPERIENCE

Waymo

Software Quality Operations Associate

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

Mountain View, CA

September 2021- Present

Blingy

Back-End Developer Intern

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

San Francisco, CA

August 2021- October 2021

Computer Science Department, University of South Carolina

Software Developer Intern

- 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

Aiken, SC

January 2020 - April 2020

Pacer Times, University of South Carolina

Content Creator

- 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

Aiken, SC

August 2020 - May 2021

Math Lab, University of South Carolina

Undergraduate Student Assistant

- Proposed new marketing techniques for Math Lab to increase student involvement by 30%
- Aided college students with exam preparation, homework, assignments for mathematical courses
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Aiken, SC

August 2019 - May 2021

CERTIFICATIONS

Business Analysis & Process Management

Technologies: Lucidchart and UML Diagrams

Coursera

November 2021

ACADEMIC PROJECTS

Capstone Project with NovaTech, LLC

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

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

Aiken, SC

August 2020- December 2020

Designing 3D Objects

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

- Designed and developed the flow of animation imitating an interrelation between a rocket and the moon using Lucidchart
- User can interact with this animation through mouse, keyboard keys, and context menu

Aiken, SC

January 2020- April 2020

SKILLS AND EXTRACURRICULAR ACTIVITIES

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