

Saae Gore

Palo Alto, CA, United States | 650-209-2762 | saae.works@gmail.com | linkedin.com/in/saae-gore/ | saae-gore.github.io

Education

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

GPA: 3.88/4.0

Aug 2017 - May 2021

Relevant Coursework:

- Operating Systems
- Data Structures and Algorithms
- Web Development
- Object Oriented Programming

Technical & Soft Skills

- Programming Languages: Java, C++, C#, C, Python, SQL, MySQL, Visual Basic, Android, OpenGL
- Web Development: HTML, CSS, PHP, JavaScript
- Tools: Visual Studio, Visual Studio Code, IntelliJ IDEA, SQLite, MS Office Suite
- Frameworks: Spring, Maven, React-Native, Expo, .NET
- Version Control Systems: GitHub, GitLab, Git
- Soft Skills: Time management, Excellent oral and written communication, Critical thinking, and Team player

Professional Work Experience

Software Engineer Volunteer, Crowd Doing

Jan 2021 – Present

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

Software Engineer 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

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.

Command Based Game

Aug 2019 – Dec 2019

- 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.

Hackathon Participant

KidFit, Black Wings Hackathon

February 2021

- Developed a simulation game for children to teach healthy habits by interacting with an animated character.
- Completed the front-end of this app in three days using Javascript with React-native and Expo framework.