

Gabriel Gamer



Expected May 2017

GPA: 3.9/4.0

May 2011 GPA: 4.0/4.0

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EDUCATION

University of Southern California, Los Angeles, CA

Master of Science, Computer Science

Courses: Algorithms, Databases, Artificial Intelligence, Natural Language Processing, Geospatial Information Systems, Advanced Mobile Devices and Game Consoles

Jawaharlal Nehru Technological University, Hyderabad Bachelor of Technology, Electronics and Computer Engineering

Awards: Gold medal for Academic Excellence

TECHNICAL SKILLS

Programming Languages: Java, Python, Scala(Basic), JavaScript(Basic), HTML, CSS

Version Control: GIT, Stash, SVN

Tools, IDEs and DBMS: IntelliJ, Eclipse, mySQL, Sybase, MS SQL Server, Oracle

Methodologies: Agile, Iterative, Test-driven Development

ACADEMIC PROJECTS

Game Simulation using Artificial Intelligence

Fall 2016

• Developed a game agent which determines current player's next move by implementing three Artificial Intelligence algorithms: Greedy Best-first Search, Minimax and Alpha-Beta Pruning (Language: Python)

Classification of Hotel Reviews using Naïve Bayes

Spring 2016

• Developed a Naïve Bayes classifier which tags hotel reviews as Truthful or Deceptive and Positive or Negative based on statistics acquired from training data. (Language: Python)

Spaceman – Unity 3D Spring 2016

• Collaborated with a team of five graduate students to develop a single player, mission oriented game using Unity 3D (*Technology: Unity, C#*)

https://spacemangame.github.io/

Spatial Database Management System and Interactive Application

Fall 2015

 Designed a spatial database using Oracle Express 11g to accommodate 2-D data using SDO_GEOMETRY and spatial indices (Technology: JFrame, Java 2D API, JDBC, Oracle)

Training and Placement Management System

Spring 2011

• Led a team of three members and developed a system which assisted companies to recruit candidates on-campus and provided an online learning environment to employees (*Technology: VB.Net, MS Access*)

WORK EXPERIENCE

Software Development Intern, Tech Inc. Rancho Santa Margarita, CA

Jun 2016 – Aug 2016

 Designed and prototyped improvements to the core analytics engine and added test fixtures to improve quality and reliability of advanced data mining and machine learning platforms. (Technology: Scala, Java; Domain: Prescriptive Analytics)

Test Analyst, Development Bank of Singapore, Singapore

Jan 2014 - Apr 2015

• Collaborated with business users in User Acceptance Testing(UAT) and conducting Business Reviews for DBS Internet Banking and mobile banking applications (Domain: Banking and Financial Services)

Programmer Analyst, Query Technology Solutions, India

Aug 2011 – Apr 2013

- Developed queries using mySQL to check data consistency and correctness between Facets application and external vendor systems.
- Performed System Integration Testing (SIT) and trained new recruits on Facets and basics of SQL. (*Technology: mySQL, VB Script, Hyperion; Domain: Health Insurance*)