

Quin Gill

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Education

University of California Riverside

BS in Computer Science

Planned MS in Computer Science

Riverside, California

September 2022 – June 2026

September 2026 – June 2027

Experience

Association for Computing Machinery at UCR(ACM@UCR)

Project Lead and Software Developer

Riverside, California

January 2024 – Present

- Utilized **Next.js**, **React**, **TailwindCSS**, **TypeScript**, and **Motion.dev** to develop 8+ production ready websites for client organizations connecting communities with 200+ members
- Taught 40+ weekly workshops to 200+ developers on core software development and version control system skills
- Used **Git**, **GitHub**, **GitHub Actions**, and **Scrum practices** to manage and code review groups of 10+ developers over 10 week project development periods for 6+ projects including LEAP!, Hearts, and RSD

UCR CS Department

Software Construction Grader

Riverside, California

September 2024 – Present

- Assisted Software Construction course instructors in grading C++ programming projects for 500+ students
- Provided detailed feedback to help students develop foundational development practices and debugging skills
- Worked with instructional team to ensure reinforcement of core curriculum and fair grading practices

Projects

ACM Starlight | *Next.js, TypeScript, Firebase, Next Auth, TanStack Query, Resend*

github.com/acm-ucr/starlight

- Led a team of developers building core features for ACM@UCR's official project application portal
- Developed key dashboard features, including program-based filtering, role-based access control, and real-time interview note syncing with **TanStack Table**, **TanStack Query**, and **Firebase Firestore**
- Implemented full-stack functionality for dynamic application forms with **Firebase** and **Zod** validation
- Automated system emails using **Resend** to reduce time sending emails by 80%

YuumAI | *Python, Jupyter Notebook, AWS, Scikit-learn Next.js*

github.com/syliem1/YuumAI

- Collaborated with 3 other developers to engineer an interactive AI coach for League of Legends providing bulk match analysis, play style classification, and "what-if" simulators to drive measurable improvement
- Trained predictive AI model with **AWS SageMaker** and **Scikit-learn** on 100,000+ matches from the Riot Games API
- Built a scalable data pipeline using 6+ **AWS Lambda functions** to process data into S3 Buckets
- Integrated CI/CD using **AWS CodeBuild** and **GitHub Actions** for regression testing and automated updates

Text Adventure | *C++, CMake, Valgrind, GoogleTest*

github.com/qhgyll/text-adventure

- Engineered core systems and gameplay features using a modular class design following SOLID principles including screen, game, combat, and inventory logic and functions
- Led 4 other developers in a 4 week Scrum development period using **GitHub** to organize and distribute workloads
- Practiced TDD using proper unit testing and code coverage with **GoogleTest** and **Valgrind**

Chaosify | *Next.js, TypeScript, Flask, Python*

github.com/qhgyll/chaosify

- Developed a production ready image distortion web tool to assist tests on ML model resilience against attack
- Built and integrated a custom serverless API using **Flask**, **Python**, and **PIL** for adjustable image distortion
- Implemented and deployed a **Next.js**, **TailwindCSS**, and **Motion.dev** front-end hosted on Vercel

Technical Skills

Languages: Python, C++, TypeScript, JavaScript, HTML, CSS, SQL

Developer Tools: AWS, Unreal Engine 5, Git & GitHub, GitHub Actions

Technologies: Firebase, Flask, Next.js, React, Resend, Next Auth, TailwindCSS

Management: Agile, Scrum, Kanban, Github Projects