

# Quin Gill

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## Education

**University of California - Riverside**

*BS in Computer Science*

**Riverside, California**

*September 2022 - June 2026*

## Experience

**Association for Computing Machinery at UCR(ACM@UCR)**

**Riverside, California**

*Project Lead and Software Developer*

*January 2024 - Present*

- \* Utilized Next.js, React, TailwindCSS, TypeScript, and Motion.dev to develop frontend components used on websites for 7+ student organizations at UCR
- \* Taught 20+ weekly workshops to 100+ developers on web development and version control systems
- \* Used Git, GitHub, GitHub Actions, and Scrum practices to Manage and code review groups of 10+ developers over 10 week project development periods for 5+ projects

**UCR CS Department**

**Riverside, California**

*Software Construction Grader*

*September 2024 - Present*

- \* Used knowledge of software development methodologies including Scrum, Kanban, Test Driven Development, and SOLID principles to grade 200+ students' projects and exams
- \* Assessed student's ability to use tools such as Googletest, GitHub actions, valgrind, GDB, and gcov through lab, project, and test assignments

## Projects

**ACM Starlight** | *Next.js, Next Auth, TailwindCSS, Firebase, Resend*

[\*\*github.com/acm-ucr/starlight\*\*](https://github.com/acm-ucr/starlight)

- \* Oversaw 10+ developer team in building ACM@UCR's official project application portal
- \* Implemented both frontend and backend functionality for application forms streamlining application process
- \* Automated system emails using Resend to update applicants and reduce workload for leads

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

[\*\*github.com/qhgill/text-adventure\*\*](https://github.com/qhgill/text-adventure)

- \* Led 4 other developers in a 4 week scrum development period by distributing tasks and designing project structure
- \* Designed class structure and development timeline to ensure deadlines were met
- \* Implemented screen and game logic, combat functions, and inventory logic using SOLID principles
- \* Utilized Googletest and Valgrind for debugging and quality assurance

**Compiler Project** | *Rust*

[\*\*github.com/qhgill/compiler-project\*\*](https://github.com/qhgill/compiler-project)

- \* Collaborated with a peer to create a compiler for the Teh-Tarik programming language
- \* Used Rust to implement a lexer, parser, and IR code generation
- \* Ensured compiler accounted for conditionals, loops, complex expressions, and function usage by implementing a symbol table

**Chaosify** | *Next.js, TailwindCSS, Flask, PIL*

[\*\*github.com/qhgill/chaosify\*\*](https://github.com/qhgill/chaosify)

- \* Developed an image distortion web app tool for testing ML model resilience against attack
- \* Used Next.js, Typescript, TailwindCSS, and Motion to build the frontend
- \* Used Flask, Python, and PIL to build an API for image distortion

## Technical Skills

**Languages:** TypeScript, C++, JavaScript, Python, React

**Developer Tools:** Git, Github, Github Actions

**Technologies:** Next.js, TailwindCSS

**Management:** Scrum, Github Projects