

Quin Gill

☎ (657)286-8006 ✉ quinhgill26@gmail.com 🌐 qhghill.github.io 🔄 [qhghill](#) 📄 [Quin Gill](#)

Education

University of California Riverside

Riverside, California

BS in Computer Science | *Summa Cum Laude* | 4.0 GPA

September 2022 - June 2026

Relevant Coursework: Computer Graphics, Virtual Reality, Senior Design in Game Development

Projects

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

github.com/syliem1/YuumAI

- Collaborated with 3 other developers to design 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 on 100,000+ matches from the Riot Games API using AWS tools
- Designed personalized stats page with themed playstyle classifications to highlight player strengths and identity
- Implemented detailed match analysis features to provide competitive players direct feedback from their games

Project Sisyphus | Unity3D, C#

vinceednh.itch.io/project-sisyphus - github.com/vinceednh/project-sisyphus

- Led a team of developers designing and developing gameplay features and systems for a third person roguelike game where the player's light source is their life
- Designed core lantern mechanics tying combat and exploration with survival and atmosphere, driving players to seek out objectives naturally
- Designed combat and resource management system to encourage players to plan ahead and use abilities with intention
- Implemented interactable system to incentivise and reward player exploration and curiosity

Scotty Climbs | Unity3D, C#, Oculus Quest

github.com/CadeJordan/ScottyClimbs

- Co-developed a VR climbing challenge game using Unity3D for the Oculus Quest where players attempt to climb a gameified version of UCR's iconic bell tower
- Utilized VR hand tracking and tower 3D model to simulate real climbing motions and environments
- Designed a randomized obstacle dropper to challenge players to adapt their climbing route on subsequent attempts
- Introduced speed running timer to encourage healthy competition and optimization from testers

Experience

Association for Computing Machinery at UCR(ACM@UCR)

Riverside, California

Project Lead and Software Developer

January 2024 - January 2026

- Mentored 200+ students in 40+ weekly workshops building core software development and collaboration skills
- Led groups of 10+ developers over 10 week project development periods using Scrum practices to manage, review, and ship 6+ projects including [LEAP!](#), [Hearts](#), and [RSD](#)
- Bridged design and engineering priorities across cross-functional teams, delivering websites that satisfied both visual and practical needs for clients

UCR CS Department

Riverside, California

Software Construction Grader

September 2024 - August 2026

- Assisted Software Construction course instructors in grading and evaluating programming projects and labs for 600+ students
- Provided detailed feedback to help students develop foundational software design, development, and problem solving skills

Technical Skills

Game Engines: Unreal Engine 5, Unity3D

Management: Agile, Scrum, Kanban, Github Projects

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

Developer Tools: AWS, Git & GitHub, GitHub Actions