

GAVIN HOLMES

Last updated Dec 18th, 2024

SOFTWARE ENGINEER

gavin@gav.codes | www.gav.codes

SUMMARY

I am a software engineer with a diverse range of experience working with various technologies to build high-quality, scalable solutions. Throughout my career, I've honed my skills in writing clean, efficient code, solving complex problems, and collaborating with cross-functional teams. I am passionate about continuous learning and enjoy contributing to open source projects on GitHub. My experience with a variety of tools and technologies has helped me develop a versatile and adaptable approach to software development.

TECHNICAL SKILLS

| | | | | | | |
|------------|-------|-------|--------|--------|--------|---------|
| Rust | Zig | React | Git | PSQL | Neovim | Rasp Pi |
| Golang | C/C++ | Tauri | Docker | Elixir | Lua | OpenGL |
| Typescript | CMake | GPU | Bash | Gleam | Python | LLVM |

PROFESSIONAL EXPERIENCE

Computer Science Tutor

Apr 2023 - present

Experienced Computer Science Tutor with over a year of dedicated teaching across diverse age groups, from kids to college students. Through one-on-one and small group sessions, I foster a supportive environment where students feel empowered to explore computer science concepts and cultivate a passion for technology.

Fiverr - Freelance Software Engineer

Jan 2021 - present

I've thrived as a freelance software engineer, collaborating with diverse clients to develop customized, scalable solutions. My role encompasses fullstack development, bug fixing, and effective project management, showcasing my ability to handle multiple projects and meet tight deadlines.

EDUCATION

BS in Computer Science

Aug 2023 - Jun 2027

Cuesta College - San Luis Obispo, CA
TBD Undergrad University

High School Diploma

Aug 2019 - Jun 2023

Foothill High School - Pleasanton, CA

ADDITIONAL INFORMATION

- **Languages:** English, American Sign Language