

# Gavin Vander Veen

[gvnf6@umsystem.edu](mailto:gvnf6@umsystem.edu) | (573) 639-3558 | [linkedin.com/in/gavin-vander-veen-030136380/](https://www.linkedin.com/in/gavin-vander-veen-030136380/)

## Education

---

Moberly Area Community <b>General Associates</b>	May 2025 <b>GPA: 4.0/4.0</b>
Muriel Battle Highschool <b>High School Diploma</b>	May 2025 <b>GPA: 3.97   (W)GPA: 4.65</b>
Missouri S&T <b>Computer Engineering Bachelors</b>	Ongoing <b>GPA: 4.0</b>

## Experience

---

### Mars Rover Design Team

*Electrical Member 9/25 - present*

- Designed the schematic and PCB for the science diagnostic, Raman Spectrometer board.
- Wrote embedded software, including serial communication with linear image sensor.
- Generated documentation for cross collaboration with mechanical and science sub-teams.

### Socket Telecom LLC

*Programming Intern 6/25 - 8/25*

- Developed and debugged front-end and back-end components of web-based systems.
- Worked collaboratively with programming team members to investigate and solve issues.
- Communicated with other technical areas to fix internal problems and add features.

### Moberly Area Community College

*Tutor 1/25 - 8/25*

- Assisted MACC students on math centered material and courses.
- Communicated with students to help with understanding math concepts.
- Problem solved along with students to get to the root of their misunderstanding.

## Skills

---

C++, HTML(&CSS), PHP, MySQL, Visual Studio, Autodesk Fusion, Embedded Software, Basic Board Design, Instructing Technical Concepts, Customer Interactions.

## Honors & Activities

---

- |   |                     |
|---|---------------------|
| • Kummer Vanguard Scholars Program  | <b>8/25-Present</b> |
| • Missouri S&T Honors Academy   | <b>8/25-Present</b> |
| • Led Columbia Career Center, Skills USA Robotics Team to Competition     | <b>8/24-5/25</b>    |
| • Led C++ Retro Arcade Game Recreation Team                               | <b>1/24-5/24</b>    |
| • Graduated High School with: Highest Honors, Presidents Excellence Award |                     |