GABRIEL MALEK

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EDUCATION

California State University - Sacramento
Bachelor's, Computer Science

PROFESSIONAL EXPERIENCE

Eunity   **Sacramento, CA, USA**
Lead Backend Developer   *February 2024 - Present*
- Start-up born from The Carlsen Center For Innovation & Entrepreneurship
- Dating app implemented with a small team of dedicated developers.
- Front-end implemented using Flutter.
- Back-end implemented using Golang.
- Responsible for implementing features such as email auth, session management, picture management service, messaging service, matching algorithm, etc
- Responsible for leading and helping all other backend developers in accomplishing their tasks

UbreakiFix   **Sacramento, CA, USA**
Tech Lead   *August 2021 - May 2022*
- Repaired various electronic devices with attention to detail and quality.
- Provided exceptional customer service and technical support.
- Conducted hardware and software upgrades to improve device perfomance.
- Collaborated with team members to meet daily repair quotas and exceed customer expectations.
- Diagnosed and troubleshooted to provide effective solutions.
- Communicated repair status to customers.
- Conducted sales and upselling of products and services.

PROJECTS & OUTSIDE EXPERIENCE

International Student Station   **Sacramento, CA, USA**
Lead Developer
- Mobile app developer on Flutter.
- Utilized MongoDB for the database
- Backend was written in Python using Fast-API
- Auth was implemented from scratch using secure cookies
- App-implemented post feeds, as well as resource navigation
- Featured translation to over 100 languages both localizations as well as translating posts and events.
- Featured infinite scrolling for text and pictures feed.
- Made as part of a class, this project received significant extra credit and was praised for going far above and beyond the project expectations.

ChessUI   **Sacramento, CA, USA**
Sole Developer   *January 2023 - Present*
- Developed a front-end using Solidjs and TypeScript, incorporating custom chess logic functions.
- Created a Golang backend that supports real-time multiplayer gameplay via WebSockets, including live streaming of opponents' mouse positions.
- Deployed the application on an AWS EC2 instance, using Nginx to serve the main webpage and proxy pass for the backend API.
- Integrated a third-party API to provide randomly selected player photos.
- Secured the website with SSL certification obtained through Certbot.
- Developed several small web libraries, including a drag-and-drop library, a WebSockets virtual mouse library, and an auto-reconnection WebSocket handler.
- One of my most valuable learning experiences in full-stack web development. A continuous series of hard lessons.
- This project went through a number of refactors from Reactjs and Graphql to my current Solidjs and Golang implementation

Portafolio Website
Sole Developer
- Originally developed in Next.js later refactored to Solidjs for improved performance
- Utilizes tailwinds CSS.
- Several animations were originally only available as Reactjs libraries but refactored to custom Solidjs.
- Written in Typescript.
- Hosts my up-to-date resume, and links to some of my web projects.

SKILLS

Skills: Flutter, GraphQL, JavaScript, Git, HTML/CSS, MongoDB, React.js, SQL, Python, TypeScript, Go, Nodejs
Languages: Spanish