

Gabriel Sirvent

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EDUCATION

Fresno Pacific University

Fresno, CA

B.S. Software Engineering (Computer Science), Minor in Mathematics GPA: 3.4

May 2024

- **Relevant Coursework:** Programming Fundamentals, Data Structures & Algorithms, Databases, Object-Oriented Programming, Software Engineering, Computer Architecture, Web Development, Linear Algebra, Game Theory

PROFESSIONAL EXPERIENCE

Fresno Pacific University

Fresno, CA

I.T Helpdesk Technician Assistant

Aug 2022 – Dec 2023

- **Accomplishments::**
 - * Helped reduce ticket backlog by 75% during a 6-month period.
 - * Automated inventory check protocols with Python scripts.
 - * Reconfigured existing classroom technologies to adapt to COVID constraints.
 - * Discovered new website bug reducing incoming Help desk calls by 90%
- **Technical Support:** Provided software and hardware support, diagnosing OS, network, and application issues.
- **Automation:** Developed Python scripts for automation of system processes, reducing the time taken by 48 man hours to complete tasks like campus inventory checks.
- **User Management:** Assisted in managing 4000 user accounts on Microsoft services, ActiveDirectory, Moodle, and internal IT services.
- **Collaboration:** Worked with IT teams to debug software and system integrations.

Freelance

Remote

Software Developer & QA Tester

Ongoing

- **Website Development:** Designed and deployed responsive, user-friendly charter school websites on Wix.
- **Technical Testing:**
 - * Conducted bug tracking and reporting for gaming applications, including stakeholder reports that prioritized bug severity and the number of users affected.
 - * Created branding content and won multiple events as a leading expert in the game.

Client: S Bar S Outdoor Education

2024 – Present

Role: Custom Website Developer & Technical Consultant

- Built a custom Wix-based site to promote outdoor education services, enabling launch of a new outreach campaign that increased user inquiries by 40%.
- Advised on payment options that would be most secure and fit their non profit needs.

SKILLS

Programming Languages: Java - 5 years, Python - 3 years, C++ 1 - year, SQL - 6 months, HTML/CSS - 5 years

Testing & Debugging: Manual Testing, Automated Testing (Python), Bug Tracking & Reporting

Tools & Technologies: Git/GitHub, Linux, VMware, MySQL, SaaS (Wix)

Concepts: OOP, SDLC, Version Control, Agile, Data Visualization (Python, Matplotlib), Machine Learning (Scikit-learn), OpenGL

PROJECTS

Java-Based Lineage Tracker: Developed a Java application that visualizes and tracks familial lineage trees with relevant family member information. Implemented data structures to efficiently manage and retrieve relationships. GitHub Repository.

Data Visualization Tool (Python): Developed a Python application for processing and visualizing large datasets for game statistic tracking and evaluation, implementing least square regression on dynamically enumerated data model features and generating dynamic graphs for in house analysis of model.

Home Server & Virtualization Setup: Configured a Linux-based home server using VMware for hosting multiplayer games and OS testing, demonstrating proficiency in server management and network configuration.

OPEN SOURCE CONTRIBUTIONS

DarkflameServer - LEGO Universe Server Emulator

Remote

Contributor (github.com/DarkflameUniverse/DarkflameServer)

Ongoing

- **Project Overview:** DarkflameServer is an ambitious open-source project dedicated to emulating the server for the beloved, defunct MMORPG LEGO Universe. It's primarily developed in C++, involving complex reverse engineering of game protocols and logic to recreate a fully functional game world.
- **Key Contributions:**
 - * Authored and debugged C++ code for [e.g., implementing property management and chat features].
 - * Successfully implemented client to server logic for chat systems
 - * Identified bugs and successfully managed game logic to DB queries revolving around updating game property management.
 - * Collaborated with a global team of developers via GitHub, participating in code reviews, issue tracking, and feature discussions on Discord.
- **Technologies Used:** C++, SQL, Git, GitHub, [CMake, RakNet]