Gabriel Righi

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Education

Bachelor of Science in Computer Science; 4.0 GPA **Expected in May 2024**
Washington State University, Pullman WA
President's Honor Roll [2021-2024]

Skills

- **Languages:** C/C++, C#, Python, Go
- **Software:** Docker, Git, Gitlab, Kubernetes, Unity Engine, Android Studio,
- **Certifications:** CompTIA Security+, Junos, Associate (JNCIA-Junos)

Experience

Keysight Technologies **May 2023 - Aug 2023**
Software Engineer

- Orchestrated embedded fan control mechanism using **Golang**, improving fan efficiency by an estimated 20%, based on real-time **Kubernetes**-monitored metrics; containerized the solution with **Docker**
- Enabled autonomous deployment and testing of newly tagged operating system builds, improving development speed by re-engineering Gitlab **CI/CD** pipeline.
- Enabled comprehensive visualization of test outcomes, enhancing overall clarity of results, by integrating **Allure** test reports with both **Python** and **Golang** tests.

Washington State University **Jan 2023 - May 2023**
Teacher Assistant - Systems Programming

- Guided students through intricate low-level programming concepts by conducting interactive lab sessions and delivering constructive feedback, cultivating a profound comprehension of systems programming.
- Crafted additional resources and assignments, creating a more comprehensive learning environment, by coordinating with the professor to improve course materials

Projects

Magic: The Gathering Play Table (Personal) | Github

- Allowed online play of the popular card game Magic: The Gathering by developing a virtual play-table in **Unity Engine** using **C#** and **RestAPI**
- Created a custom Linux-based TCP/IP server as a multiplayer networking implementation for the aforementioned play-table using **C++ and C#**

BracketGG (Personal) | Github

- Aggregated, formatted, and displayed **GraphQL** queried data from the popular website start.gg, allowing easier visualization of tournament brackets, via a stateless **Node JS** website
- Deployed Node JS server to the web using **Vercel**

Wanix Operating System (School Assignment)

- Created Wanix OS as described in "Embedded and Real-Time Operating Systems" using **C** and emulated using **QEMU**

Virtual Rubik's Cube (Personal) | Github

- Allowed users to generate and solve Rubik's Cubes of any size using **Unity Engine and C#**

Leadership

Palouse Smash Club **Jan 2023 - Present**
President

- Helped orchestrate and execute over 20 successful tournaments, including one with a participation of over 200 individuals, demonstrating adept event management skills and ability to handle large-scale projects.
- Developed and maintained a professional website catering to sponsors and community members, facilitating seamless communication, sponsorship acquisition, and event promotion.