Gabriel (Gabe) Righi

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EDUCATION

Washington State University: Senior **Pullman, WA**
Bachelor of Science, Computer Science August 2021 - 2024
Cumulative GPA: 4.0

Relevant Coursework: Data Structures, Functional Programming, Systems Programming, Software Engineering, Automata & Formal Languages, Linear algebra, Calculus III, Networking, Operating Systems

Technical Skills: C/C++ (strong), Python (moderate), Object-Oriented Programming, Data Structures, Networking, Git, GitLab, Docker, Kubernetes, Unity, Android Studio, Web Programming

WORK EXPERIENCE

Keysight Technologies May 2023 - Aug 2023
Software Engineering Intern

- Orchestrated fan control mechanism using **Golang**, optimizing hardware temperature management based on real-time **Kubernetes**-monitored metrics; containerized the solution with **Docker**
- Designed and implemented a robust **GitLab Pipeline** system, enabling seamless and efficient deployment and testing of newly tagged operating system builds.
- Enhanced testing framework capabilities by integrating **Allure** reporting with **Pytest** for comprehensive test result visualization, and extended support to **Golang** test outcomes on a server platform.
- Leveraged **ChatGPT** to develop automated network tests, ensuring robust network performance assessment.

Teachers Assistant Jan 2023 - May 2023
CPTS 360 - 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.
- Coordinated with the professor to improve course materials, crafting additional resources and assignments for a more comprehensive learning environment.

Projects

BracketGG | Github

- Developed BracketGG: a server and corresponding website which aggregates, formats, and displays queried data from the popular website start.gg using **Node JS and GraphQL**
- Deployed Node JS server to the web using **Vercel**

Magic: The Gathering Playtable | Github

- Developed a virtual play-table for the card game *Magic: The Gathering* which dynamically acquires textures, and allows online play using **Unity Engine, C#, and RestAPI**
- Created a custom Linux-based TCP server as a multiplayer networking implementation for the aforementioned play-table using **C++ and C#**

Virtual Rubik's Cube | Github

- Created a program that allows users to generate and solve Rubik's Cubes of any size using **Unity Engine and C#**

Wanix Operating System

- Created Wanix OS as described in "Embedded and Real-Time Operating Systems" using **C** and emulated using **QEMU**
- OS had a terminal interface, memory mapping, and the ability to run user programs.

Certifications

- CompTIA Security+ 2023
- Junos, Associate (JNCIA-Junos) 2023