

Gabriel A. Viera Pérez

❖ gabrielviera.contact@gmail.com ❖ [G4vp.com](https://g4vp.com) ❖ [GitHub - G4vp](https://github.com/G4vp) ❖ [LinkedIn - gabriel-a-viera](https://www.linkedin.com/in/gabriel-a-viera)

EDUCATION

University of Puerto Rico – Mayagüez Campus <ul style="list-style-type: none">Bachelor of Science, Software EngineeringCurriculum: Intro.Programming, Adv. Programming, Data Structures, Algorithms, Intro to Software, Computer Architecture	Expected Grad: May. 2026 GPA: 3.66
Google - Tech Exchange Program - Mountain View, CA <ul style="list-style-type: none">Completed accredited courseworks and received direct mentorship from GooglersCurriculum: Applied Data Structures & Algorithms, Careers in Tech	

WORK EXPERIENCE

SWE Intern - WebAuthn Signal API for GPM Passkeys in Chrome Desktop Google <ul style="list-style-type: none">Implemented a new WebAuthn API using C++ that enables relying parties to report information about existing passkeys back to Google Password Manager, facilitating the update or removal of incorrect or revoked passkeys from provider and system UI.Implemented new pop-ups UI in Chrome to notify users when a passkey was removed or updated via the Signal API using C++, and collaborated with UX and UXW teams to design the UI elements.	May. 2024 – Aug. 2024 Waterloo, CAN
STEP Intern - Cloud Abuse Google <ul style="list-style-type: none">Provided a mechanism to programmatically identify Google Compute Engine URLs and enforce against malicious VMs.Deployed C++ services to retrieve WHOIS records of IPs, facilitating the filtering of those associated with Google Cloud infrastructure.Developed Golang scripts on Google's primary anti-abuse platform to detect and address violations of the terms of service of GCE by abusive actors.	May. 2023 – Aug. 2023 Sunnyvale, CA
STEP Intern - External Schema Driven Configurable Proxies Google <ul style="list-style-type: none">Designed and implemented features for the runtime component of a configurable proxy, enabling customers to validate HTTP requests through OpenAPI schemas using Golang.	May. 2022 – Aug. 2022 Sunnyvale, CA

RESEARCH EXPERIENCE

Technical Lead, Game Development Research Group University of Puerto Rico, Mayagüez, PR – Dr. Nayda Santiago <ul style="list-style-type: none">Led the development of a simulator game using Godot for a psychology research group, enabling them to test and demonstrate hypotheses on human cognitive abilities when performing tasks in a video game versus real-life scenarios.	Jan. 2024 - Aug. 2024 Mayagüez, PR
Undergraduate researcher, PandaHat Cyber Security Group University of Puerto Rico, Mayagüez, PR – Dr. Nayda Santiago <ul style="list-style-type: none">Researched and implemented the steps and techniques in order to exploit a smart plug using mobile application reversing, native library analysis and network traffic capturing techniques with JADX, Wireshark and Binary Ninja.	Aug. 2021 – Dec. 2023 Mayagüez, PR

VOLUNTEERING

Mentor in CAHSI Game Studios University of Puerto Rico - Mayagüez <ul style="list-style-type: none">Teached fundamental concepts of Game Development to UPRM students.Organized Game Jams to promote hands-on learning and collaboration among UPRM students interested in game development.	Aug. 2023 – May. 2024 Mayagüez, PR
Mentor in Advance Programming Laboratory University of Puerto Rico - Mayagüez <ul style="list-style-type: none">Helped about 20 students to understand better OOP and coding problems to be solved in the Advance Programming class.	Aug. 2022 – Aug. 2023 Mayagüez, PR

PROJECTS

Personal Portfolio - Developed a personal website using React to showcase my background and projects.	
Tutoring App - Implemented new features using React Native to enhance the home page of a tutoring app that helps students find tutors.	
The Conway's game of life - Developed the Conway's game of life using JavaScript , HTML and Canvas Graphics.	
The Copy Cam - Developed a puzzle 3D videogame using GDScript and Godot .	

SKILLS

- Programming Languages:** Python, C++, JavaScript (HTML + CSS), GO, C#, Java, GDScript
- Software:** Linux, Git, Github, React, React Native, Godot, Unity, Supabase
- Languages:** Spanish, English