Gabriel A. Viera Pérez

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EDUCATION

University of Puerto Rico – Mayagüez Campus   **Expected Grad: May. 2026**
Bachelor of Science, Software Engineering   Mayagüez, PR

WORK EXPERIENCE

STEP Intern - **Cloud Abuse**   **May. 2023 – Aug. 2023**
Google   Sunnyvale, CA
- Provided a mechanism to programmatically identify Google Compute Engine URLs and the capability for enforcement 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.

STEP Intern - **External Schema Driven Configurable Proxies**   **May. 2022 – Aug. 2022**
Google   Sunnyvale, CA
- A configurable proxy provides a light-weight cloud native API gateway experience where customers provide a declarative configuration file which is used to set up everything for them.
- **Designed** and **Implemented** features to the runtime component of a configurable proxy so that customers could provide an Open-API schema which can then be used to do http request validation using the **go programming language**.

CAHSI Webmaster   **Jan. 2022 - May. 2022**
University of Puerto Rico - Mayagüez   Mayagüez, PR
- **Developed** 3 websites for events sponsored by CAHSI using **JavaScript**, **Wix**, and **Figma.**

RESEARCH EXPERIENCE

Undergraduate researcher, PandaHat Cyber Security Group   **Aug. 2021 – Current**
University of Puerto Rico, Mayaguez, PR – Dr. Nayda Santiago   Mayagüez, PR
- **Exploiting** a smart plug using mobile application reversing, native library analysis and network traffic capturing techniques with **JADX, Wireshark** and **Binary Ninja**.
- **Researching** and **implementing** the steps and techniques in order to be followed to effectively pentest an IoT device.

VOLUNTEERING

University of Puerto Rico, Mayaguez, PR   **Aug. 2022 – Current**
Mentor in Advance Programming Laboratory   Mayagüez, PR
- **Helping** about 20 students to understand better OOP and coding problems to be solved in the Advance Programming class.

PROJECTS

Personal Portfolio - Developed my personal web page using **React**.

The Conway's game of life in JavaScript - Developed the Conway's game of life using **HTML** Canvas Graphics and **JavasScript**.

Vendetree - Developed a 3D videogame using **GDScript** and **Godot**.

Rocky - Developed Rocky's game. Rocky is a endless runner game made using **C#** and **Godot**.

SKILLS & INTERESTS

- **Programming Languages:** Python, C++, JavaScript (HTML + CSS), GO, C#, Java, GDScript
- **Software:** Linux, Git, Github, React, Godot, Unity
- **Interests:** Software Engineering, CyberSecurity, Game Development, Backend, Frontend
- **Languages:** Spanish, English