

Gabriel A. Viera Pérez

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EDUCATION

University of Puerto Rico – Mayagüez Campus
Bachelor of Science, Software Engineering

Expected Grad: May, 2026
GPA: 3.61

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 – Dec, 2023

University of Puerto Rico, Mayaguez, PR – Dr. Nayda Santiago

Mayaguez, 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

Mentor in CAHSI Game Studios

Aug, 2023 – Current

University of Puerto Rico - Mayagüez

Mayagüez, PR

- **Teaching** fundamental concepts of Game Development to UPRM students.
- **Organizing** and **hosting** Game Jams to promote hands-on learning and collaboration among UPRM students interested in game development.

Mentor in Advance Programming Laboratory

Aug, 2022 – Aug, 2023

University of Puerto Rico - Mayagüez

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**.

Tutoring App - Led a team of 9 in enhancing a tutoring app with new features using **React** and **Supabase**.

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

The Copy Cam - Developed a 3D videogame using **GDScript** and **Godot**.

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, Supabase
- **Interests:** Software Engineering, CyberSecurity, Game Development, Backend, Frontend
- **Languages:** Spanish, English