

# GABRIEL ASENCIOS

+1(438) 542-9928 ◊ Montréal, QC H3G 1A9

gabriel.asencios98@gmail.com ◊ [LinkedIn](#) ◊ [GitHub](#) ◊ [Personal Page](#)

## OBJECTIVE

---

Fourth year Computer Science student passionate about full-stack development and AI/ML applications. Experienced in database design, 3D graphics programming, and web development. Eager to contribute to a high-performing engineering team and grow alongside experienced peers to launch robust and impactful products.

## EDUCATION

---

**Bachelor of Computer Science**, Concordia University

Expected 2026

Relevant Courses: OOP, Data Structures and Algorithms, Web Programming, Operating Systems, Computer Networks, Databases, Big Data, Machine learning, Big Data Analysis, Deep Learning, and UI/UX.

## TECHNICAL SKILLS

---

**Languages** Java, Python, JavaScript, Typescript, C++, SQL, HTML, CSS

**Frameworks** React, Node.js, Tailwind CSS, PyTorch, Scikit-learn

**Tools/Cloud** AWS, MongoDB, MySQL, Docker, Git, Wireshark

**Platforms** Windows, MacOS, Linux, Jupyter Notebook, Google Colab

## PROJECTS

---

**My Page – Personal Portfolio Website** [\[LINK\]](#)

Core: React, TypeScript, Node.js | AWS, Tailwind CSS

- Architected and deployed a full-stack personal portfolio using React and TypeScript, styled with Tailwind CSS for a responsive, modern UI.
- Hosted the entire application on AWS, leveraging cloud infrastructure to ensure high availability and performance.

**Database Volleyball Club.** [\[LINK\]](#)

Core: MySQL | Python

- Designed a normalized relational database (3NF/BCNF) in MySQL to manage club operations, applying advanced schema design, constraints, and query optimization.
- Developed a Python Flask GUI to provide a functional interface for real-time interaction and manipulation of all database records.

**Airplane Shooting Game.** [\[LINK\]](#)

Core: OpenGL | C++

- Implemented a 3D airplane shooting game in C++ with OpenGL, featuring Phong lighting, dynamic shadows, collision detection, and a hierarchical airplane model with animated spinning propellers and moving body parts.
- Built a custom rendering engine with shader support, textured 3D models, dynamic camera movement, smooth transformations, and real-time user controls.

## EXTRA-CURRICULAR ACTIVITIES

---

**GymBud — ConUHacks X** [\[LINK\]](#)

*Core: React | MongoDB*

- Developed a personalized AI fitness coach using the Gemini API, React, and JavaScript to generate custom gym routines and provide real-time, historically-aware fitness guidance through a persistent memory system with MongoDB.

- Designed a modern, responsive user interface with Tailwind CSS and HTML for seamless workout tracking and AI coach interaction.

## WORK EXPERIENCE

---

### Bartender/Runner

LOV McGill

Sept 2022 - April 2024

*Montreal, QC*

- Collaborated with cross-functional teams (kitchen, service staff) to optimize workflow and ensure timely delivery under high-pressure environments
- Managed multiple concurrent tasks while maintaining attention to detail and quality standards during peak service hours
- Provided exceptional customer service through clear communication, active listening, and rapid problem-solving