

# GABRIEL ASENCIOS

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## OBJECTIVE

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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

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**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

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<b>Languages</b>	Java, Python, JavaScript, Typescript, C++, SQL, HTML, CSS
<b>Frameworks</b>	React, Node.js, Tailwind CSS, PyTorch, Scikit-learn
<b>Tools/Cloud</b>	AWS, MongoDB, MySQL, Docker, Git, Wireshark
<b>Platforms</b>	Windows, MacOS, Linux, Jupyter Notebook, Google Colab

## PROJECTS

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### Retrieval Augmented Time Series Forecasting. [\[LINK\]](#)

Core: Pytorch | Python

- Reproduced the RAFT framework by integrating a shallow MLP forecaster with a similarity-based retrieval module to capture long-term historical patterns.
- Validated performance across 10 multivariate benchmark datasets using MSE and MAE metrics , achieving results comparable to the original paper and extended evaluation to a non-stationary e-commerce sales dataset.

### 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.

### 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

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

*Core: React | JavaScript | MongoDB*

- Developed a personalized AI fitness coach using the Gemini API, React, and JavaScript to generate custom gym routines and provide context-aware fitness guidance through a database implemented with MongoDB.

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

## WORK EXPERIENCE

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### 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