Gabriel Alonso

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EDUCATION

California Polytechnic State University — San Luis Obispo, CA
Bachelor of Arts in Computer Science, Minor in Japanese — *Sept. 2021 – June 2025*

Relevant Coursework

Software Engineering, Operating Systems, Programming Languages, Systems Programming, Dynamic Web Development, Computer Security, Design and Analysis of Algorithms, Theory of Computation, Databases

EXPERIENCE

Full-Stack Engineer (Synergistic Intelligence) — Sept 2024 – Mar 2025
California Polytechnic State University — *San Luis Obispo, CA*
- AI-centered startup focused on helping people get past difficult moments and reaching the flow state for peak mental effectiveness
- Worked in a group of 5 programmers in an AGILE workflow for various sprints over 20 weeks
- Met with owners of startup weekly to report progress on production as well as defining the future of the startup
- Implemented OAUTH compatibility with LinkedIn
- Trained OpenAI API LLMs with relevant company data and embedded on website

OpenMic — April 2025 – June 2025
California Polytechnic State University — *San Luis Obispo, CA*
- Created a startup to connect local musicians with venues to perform at
- Contacted potential customers (musicians and venues) to discover pain points
- Suggested and wieghed pros and cons of various pivots for platform after venues did not show interest

PROJECTS

Polypicks | *JavaScript, HTML, React, Express, MongoDB, Git* — Feb 2024 – March 2024
- "Betting" Website where users can bet on the results of events relating to CalPoly
- Implemented frontend using React framework, backend using Express, MongoDB as database
- Used AGILE to collaborate with 4 other group members over 3 sprints, focusing on creating a, MVP
- Responsibly managed Git repository in a collaborative project

Randomly Generated Dungeon Crawler Game | *C#, Unity, Github* — July 2020
- Teamed up with 6 other students to build a game from scratch
- Created a game where player traversed a procedurally generated dungeon made up of rooms with puzzles and enemies
- Acted as Design Lead where I coordinated with the programming, art, and music leads to assure the final product came out according to the designers' vision
- Assisted in odd jobs such as coding scripts for certain rooms and creating pixel art for in-game assets
- Focused on making simple and bite-sized yet fun gameplay meant to last around 10 min

LEADERSHIP

GenKEY Sound Collective — Sep. 2024 – June 2025
California Polytechnic State University — *San Luis Obispo, CA*
- Collective of 15+ band members across 2 bands centered on Japanese music
- Managed the gig bookings for paid and unpaid performances
- Acted as Treasurer, managing $500+ to make sure future members had instruments to use
- Recruited and onboarded 6 new members

TECHNICAL SKILLS

Programming Languages: Java, Python, C#, C, MySQL, JavaScript, TypeScript, HTML/CSS, Scala
Frameworks: React, Node.js
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, WebStorm, Unity, ChatGPT, Claude Code
Collaboration: Github, Jira, Confluence, Trello, Microsoft Office, Google Suite
Languages: English, Portuguese, Spanish, Japanese