Gabriel Mitnick

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EDUCATION

University of California, Berkeley | Berkeley, CA — May 2024
Intended B.S. in Electrical Engineering and Computer Sciences — Major GPA: 4.00

- Structure & Interpretation of Computer Programs
- Data Structures
- Computer Architecture & Machine Structures
- Designing Information Devices & Systems
- Discrete Mathematics & Probability Theory
- Efficient Algorithms & Intractable Problems

Carlmont High School | Belmont, CA — June 2020
Top Senior Math Student, National AP Scholar, 36/36 ACT — Unweighted GPA: 3.98

SKILLS

Programming languages: Python, Java, C, JavaScript, HTML, CSS
Other tools: Git, UNIX command line, Adobe Photoshop and Illustrator
Soft skills: Creativity, collaborative problem solving, resourcefulness, leadership, enthusiasm

EXPERIENCE

***Lead Summer Camp Instructor*, Wizbots** | San Carlos, CA — Jun 2021 – Jul 2021

- Taught Java programming and mechanical engineering through LEGO robotics
- Managed classroom of 12 students, grades 3–8, with varying experience levels, as "Inventor Mentor"
- Juggled technical curriculum, student engagement, parental concerns, and COVID protocols

***Teaching Intern,* Learningtech.org |** San Carlos, CA — Jul 2017 – Aug 2018

- Assisted in engineering and programming classes for K-8 summer camp students
- Created and implemented curricula for classes on Scratch, Python, and Raspberry Pi
- Brought students from no previous coding experience to writing their own games

***Volunteer Graphic Designer,* N95DECON** | Global/remote — Apr 2020 – Jul 2020

- Assisted international group of scientists working on N95 respirator decontamination
- Developed pipeline for translating documents about decontamination to 8 languages
- Worked with translators and trained other designers to edit infographics in Adobe Illustrator
- Aided international flow of scientific information to ease the PPE shortage in the early stage of the pandemic

***Sensing & Actuation Programmer,* Deep Blue Robotics |** Belmont, CA — Oct 2016 – May 2018

- Wrote autonomous and tele-operative control code for 120-pound robot in Java
- Developed computer vision system for locating a target with OpenCV in Python on a Raspberry Pi
- Maintained team website and merchandise store and lead spirit at competitions
- 2nd place (of 56 teams) at 2017 FRC Sacramento Regional; Team Spirit Award at 4/4 regional competitions

PROJECTS

- **Build Your Own World:** Procedurally generated rogue-like dungeon with custom 3D renderer (Java)
- **Scheme interpreter:** For the minimalistic Lisp dialect (Python)
- **gitlet:** Simple version control system modeled after git with branching, merging, and persistence (Java)
- **c1ock:** Solar-time digital clock for keeping life in sync with the sun (JavaScript + SVG)
- **Worms:** Random abstract art generator with intelligent color picking (JavaScript + HTML Canvas)

- **SparStars:** Local 2-player jousting game (Javascript + HTML Canvas)