

Gabriel Murry

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EDUCATION

Santa Clara University – Leavey School of Business - Santa Clara, CA

- B.S.C. in Economics, *cum laude*
- Cumulative GPA: 3.7

Graduation Date: Dec. 2022

WORK EXPERIENCE

Sales and Product Design

May 2022 – Dec. 2022

ADM Sneezeguards - Antioch, CA

Influenced the efficiency in sales through product design and creative decisions to support customer needs and achieve customer satisfaction.

- Customized and designed 25% of installations in CAD through back-and-forth communication with the customer to provide a specialized unit within a strict deadline.
- Managed 10% of the sales volume and producing over 20 new clients per month.
- Performed daily follow-ups to previous customers to ensure long term customer satisfaction and provide insights on new product design features.
- Communicated immediate delivery updates based on queue load or supply load.

Service Desk Assistant

Sept. 2021 – June 2022

University Villas at Santa Clara University – Santa Clara, CA

Enhanced residency connection and fostered a positive culture through personal interactions, community engagement projects, and quality service.

- Organized and coordinated 6 community driven events throughout the academic year to boost resident connection and inclusiveness.
- Assisted students in technical problems and immediate emergencies, providing guidance on procedures and various contacts depending on the situation.
- Communicated a weekly report to my supervisor detailing concerns and improvements.

Software Engineering Applications

Full Stack Developer | Wordle Clone – Personal Project

React | Node | Express | MongoDB | CSS

- Developed a Wordle clone with the MERN stack styled for mobile and desktop.
- Designed an accessible interface through visual expectations and chunk sequencing.
- Utilized reusable components and React hooks such as `useState`, `useEffect`, and `useCallback`.
- Authentication with JWT, tokens, and cookies, with a REST API issuing tokens in `httpOnly` cookie.
- Engineered CRUD operations on user data and displayed statistics on a global leaderboard.

Software Engineer | Chess AI – Personal Project

JavaScript | HTML | CSS

- Implemented the minimax algorithm as the foundation for the Chess AI.
- Utilized alpha-beta pruning to optimize the minimax algorithm.
- Created heuristic boards to prioritize move ordering which optimizes alpha-beta pruning.
- Developed a transposition table to improve efficiency by hashing Zobrist keys using bitwise operations for every new board configuration.

Software Engineer | Map Router – Personal Project

React | JavaScript | HTML | CSS

- Created a map router providing the fastest route given real-time traffic flow and incidents.
- Utilized the Tom-Tom Map SDK and API for fast and efficient matrix routing.
- Understood how to synthesize documentation for efficient implementation and error handling.

Technical Skills

Front End | JavaScript, React.js, HTML, CSS, Tailwind CSS

Back End | C++, Node.js, Express.js, Python, MongoDB