

# Gabriel Goldstein

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## WORK EXPERIENCE

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### General Motors

Jun. 2022 – Nov. 2023

*Software Engineer*

*Chandler, AZ*

- Created a predictive model using PySpark and previous years' data to predict 2023 Actual Vehicle Production vs Scheduled Vehicle Production.
- Served as part of a project team (Global Production and Supply Chain planning) that contributed to reducing General Motors expenses by ~10 million dollars. Contributed individually by creating over 20 PowerBi reports, Oracle SQL database optimization + ETL jobs, and aiding in automation of testing using Python + Azure DevOps. Started work on implementing CI/CD for our project.
- Resource for the Data Intelligence team, sharing knowledge on my project team's data and winning a hackathon with them.

### Freelance

Dec. 2020 – Jun. 2022

*Front-End Engineer*

*Los Angeles, CA*

- Designed, built, and maintained several websites using a variety of languages, tools, and libraries including, but not limited to: Elementor, HTML, CSS, JavaScript, three.js, motion.js, reactJS, vueJS, MongoDB, nodeJS, SpringBoot.
- Built projects for clients: Portfolios, Landing Pages, Ecommerce, Marketing Sites, Web Applications.

## PROJECTS

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### Discord Clone

- End-to-end fullstack and real-time discord clone, all with servers, channels, video calls, audio calls, editing and deleting messages as well as member roles.

### Client-Server Architecture

- Client and Server prototypes built with Java, JavaFX, and SQL. Server back-end was built with pure Java. Client was built using Java and JavaFX. Client would allow users to create user data that was then stored using a SQL database. client could connect to server and make several simple queries.

### Machine Learning Stock Trading Bot

- This project features an algorithmic trading strategy using sentiment analysis, implemented in Python with the Alpaca API. The MLTrader class employs FinBERT for sentiment analysis, making buy/sell decisions based on news sentiment and incorporating risk management through bracket orders.

## EDUCATION

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### California Lutheran University

May, 2022

*B.S., Computer Science*

*Thousand Oaks, CA*

## SKILLS, TECHNOLOGIES & INTERESTS

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- **Skills:** Python, SQL, NoSQL Java, C++, HTML/CSS, JavaScript, TypeScript Git, React, Vue, Angular, ThreeJS, Selenium, NodeJS, MongoDB, Docker, Kubernetes, Azure, AWS, Google Cloud, GraphQL, PowerBI, SSIS, Excel, Cognos, RESTful APIs, Data Structures, Design Patterns, Algorithms, Full Stack, MVC, Analytics, Enterprise, Threads, Linux, Shell Scripting, AI, Machine Learning, Game Development, Unreal Engine 5, Data Science
- **Interests:** Dungeons and Dragons; sleeping; basketball; cooking; jazz; game development; Reddit; Breaking Bad