

# Gabriel Stella

GabrielRStella@gmail.com | gabrielrstella.com

<b>Interests</b>	Artificial intelligence, distributed systems, software architecture, hardware programming	
<b>Education</b>	<b>Texas A&amp;M University</b> , College Station, TX, May 2019 <i>Bachelor of Science in Computer Science, Minor in Mathematics</i> GPA: 4.0	
<b>Courses</b>	<ul style="list-style-type: none"><li>• Introduction to Computer Systems</li><li>• Robotics and Spatial Intelligence</li><li>• Natural Language Processing</li><li>• Design and Analysis of Algorithms</li></ul>	<ul style="list-style-type: none"><li>• Linear Algebra</li><li>• Programming Languages</li><li>• Computer Organization</li><li>• Programming Studio</li></ul>
<b>Skills</b>	<b>Proficient</b> Java (7+ years of experience), C++, JavaScript	
	<b>Intermediate</b> Haskell, Python, Ruby, Git, Node.js, React, HTML, CSS, Swift	
<b>Projects</b>	<ul style="list-style-type: none"><li>• Wrote multiple iOS game apps (Summer 2018; Swift)</li><li>• Created a guided rocket evolution simulator (Winter 2018; Java)</li><li>• Built a website from scratch (Fall 2017; HTML, JavaScript, CSS)</li><li>• Programmed a graphical game using FLTK (Spring 2017; C++)</li><li>• Trained neural networks to play tic-tac-toe (Spring 2017; Java)</li><li>• Wrote a feedforward neural network library with gradient descent (Spring 2017; Java)</li><li>• Implemented the board game Battleship in multiple languages (Fall 2016; Python, Ruby)</li><li>• Connected a Raspberry Pi to a Naze32 flight controller (Summer 2016; Python)</li><li>• Designed a multi-server communication network (Spring 2014; Java)</li><li>• Implemented Conway's Game of Life (Fall 2013; Java)</li><li>• Wrote a virtual "Laser Chess" game (Fall 2013; Java)</li></ul>	
<b>Research</b>	<b>Internet Research Lab</b> , Dr. Loguinov May 2018 – Present <ul style="list-style-type: none"><li>• Implemented high-performance algorithms to be used as part of a web crawler</li></ul>	
<b>Work</b>	<b>Texas A&amp;M University</b> , 400 Bizzell St, College Station, TX 77843 August 2017 – December 2017 <ul style="list-style-type: none"><li>• Served as a peer teacher for CSCE 121, Introduction to Program Design and Concepts</li></ul> <b>Sympliact</b> , 1505 Emerald Plaza, College Station, TX, 77845 February 2017 – July 2017 <ul style="list-style-type: none"><li>• Worked on a team developing medical software for a local surgeon</li><li>• Acted as full-stack web developer and project manager</li></ul>	
<b>Activities</b>	<b>Aggie Coding Club</b> , Texas A&M University Fall 2016 – Spring 2017 <ul style="list-style-type: none"><li>• Managed a group of 5 working on a website for the club</li></ul> <b>Aggies Invent IoT</b> , Texas A&M University October 2016 <ul style="list-style-type: none"><li>• Created a traffic control system using hardware and software programming</li></ul>	
<b>Languages</b>	<ul style="list-style-type: none"><li>• Basic proficiency in German (4 years of high school experience)</li></ul>	
<b>Awards</b>	<ul style="list-style-type: none"><li>• Texas A&amp;M President's Endowed Scholarship</li><li>• Dean's Honor Roll</li><li>• National Merit Scholar Finalist</li><li>• National German Exam (level 4) Gold Award</li><li>• National AP Scholar Award</li><li>• "Best Game" at Codeday Houston Winter 2014</li></ul>	