Gabriel Stella

281-881-9779 | GabrielRStella@gmail.com | gabrielrstella.com

Texas A&M University, College Station, TX, May 2019 Bachelor of Science in Computer Science, Minor in Mathematics GPA: 4.0 Courses Introduction to Program Design and Concepts Discrete Structures and Algorithms Discrete Structures for Computing Trogramming Languages Computer Organization Proficient Dava (7+ years of experience), C++, JavaScript Intermediate Haskell, Python, Ruby, Git, React, HTML, CSS Exposed Longuages Computer Organization Depoil (1.1, 2.1, 2.2), LWIGL, JUnit Software Adobe Photoshop/Fireworks, Maven, Node.js Programmed Adobe Photoshop/Fireworks, Maven, Node.js Programmed a graphical game using FLTK (Spring 2017; C++) Trained neural networks to play tic-tac-toe (Spring 2017; C++) Trained neural networks to play tic-tac-toe (Spring 2017; Dava) Programmed a marble sorter using LEGO NXT (Spring 2017; Dava) Programmed a marble sorter using LEGO NXT (Spring 2017; Dava) The board game Battleship in multiple languages (Fall 2016; Python, Ruby) Connected a Raspberry Pi to a Naze32 flight controller (Summer 2016; Python) Dynamic inter-server communication network (Spring 2014; Java) Implemented Conway's Game of Life (Fall 2013; Java) Implemented Conway's Game of Life (Fall 2013; Java) Virtual Laser Chess (Fall 2013; Java) Mork Texas A&M University, 400 Bizzell St, College Station, TX, 77845 February 2017 – December 2017 Serve as a peer teacher for CSCE 121, Introduction to Program Design and Concepts Sympliact, 1505 Emerald Plaza, College Station, TX, 77845 February 2017 – July 2017 Worked on a team developing medical software for a local surgeon Acted a full-stack web developer and project manager Activities Aggie Artificial Intelligence Society, Texas A&M University, Fall 2017 Discuss and implement modern AI techniques Aggie Coding Club, Texas A&M University, Cottober 2016 Created a traffic control system using hardware and software programming Basic conversatio	Objective	To obtain a software development internship at Pariveda Solutions during the summer of 2018
Bachelor of Science in Computer Science, Minor in Mathematics GPA: 4.0 Courses Introduction to Program Design and Concepts Data Structures and Algorithms Data Structures and Algorithms Discrete Structures for Computing Dava (Try tears of experience), C++, JavaScript Intermediate Haskell, Python, Ruby, Git, React, HTML, CSS Exposed Longuages C, C#, MatLab, LabView, PBASIC, MySQL APIs OpenGL (1.1, 2.1, 2.2), LWIGL, JUnit Software Adobe Photoshop/Fireworks, Maven, Node, Js Programmed a graphical game using FLTK (Spring 2017; C++) Trained neural networks to play tic-tac-toe (Spring 2017; Lyava) Programmed a marble sorter using LEGO NXT (Spring 2017; EV3BASICSME) Implemented a feedforward neural network with gradient descent (Spring 2017; Java) The board game Battleship in multiple languages (Fall 2016; Python, Ruby) Connected a Raspberry Pi to a Nazea32 flight controller (Summer 2016; Python) Dynamic inter-server communication network (Spring 2014; Java) Implemented Conway's Game of Life (Fall 2013; Java) Virtual Laser Chess (Fall 2018; Localege Station, TX 77843 August 2017 — December 2017 Serve as a peer teacher for CSCE 121, Introduction to Program Design and Concepts Sympliact, 1505 Emerald Plaza, College Station, TX, 77845 February 2017 — July 2017 Vorded on a team developing medical software for a local surgeon Acted as full-stack web developer and project manager Activities Aggie Artificial Intelligence Society, Texas A&M University, Fall 2016 Proved on a team developing medical software for a local surgeon Acted as full-stack web developer and project manager Activities Aggie Coding Club, Texas A&M University, Fall 2016, Spring 2017 Managed a group of 5 working on a website for the club Aggies Invent IoT, Texas A&M University, Cotboer 2016 Created a traffic control system using hardware and software programming Basic	Interests	Artificial intelligence, distributed systems, software architecture, hardware programming
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Discrete Structures and Algorithms Programming Languages		Bachelor of Science in Computer Science, Minor in Mathematics
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Skills Proficient Java (7+ years of experience), C++, JavaScript Intermediate Haskell, Python, Ruby, Git, React, HTML, CSS Exposed Languages C, C#, Matlab, LabView, PBASIC, MySQL APIs OpenGl (1.1, 2.1, 2.2), LWIGL, JUnit Software Adobe Photoshop/Fireworks, Maven, Node.js Projects Built a website from scratch (Fall 2017; HTML, JavaScript, CSS) Programmed a graphical game using FLTK (Spring 2017; C++) Trained neural networks to play tic-tac-toe (Spring 2017; Dava) Programmed a marble sorter using LEGO NXT (Spring 2017; BYBASSICSME) Implemented a feedforward neural network with gradient descent (Spring 2017; Java) The board game Battleship in multiple languages (Fall 2016; Python, Ruby) Connected a Raspberry Pi to a Naze32 flight controller (Summer 2016; Python) Dynamic inter-server communication network (Spring 2014; Java) Implemented Conway's Game of Life (Fall 2013; Java) Virtual Laser Chess (Fall 2013; Java) Virtual Laser Chess (Fall 2013; Java) Mork Texas A&M University, 400 Bizzell St, College Station, TX 77843 August 2017 – December 2017 Serve as a peer teacher for CSCE 121, Introduction to Program Design and Concepts Sympliact, 1505 Emerald Plaza, College Station, TX, 77845 February 2017 – July 2017 Worked on a team developing medical software for a local surgeon Acted as full-stack web developer and project manager Activities Aggie Artificial Intelligence Society, Texas A&M University, Fall 2017 Discuss and implement modern Al techniques Aggie Coding Club, Texas A&M University, October 2016 Created a traffic control system using hardware and software programming Basic proficiency in German (4 years of high school experience) Basic conversational Italian Navards Texas A&M President's Endowed Scholarship National Merit Scholar Finalist National AP Scholar Award National AP Scholar Award	Courses	 Introduction to Program Design and Concepts Linear Algebra
Proficient Java (7+ years of experience), C++, JavaScript Intermediate Haskell, Python, Ruby, Git, React, HTML, CSS Exposed Longuages C, C#, MatLab, LabView, PBASIC, MySQL APIs OpenGL (1.1, 2.1, 2.2), LWJGL, JUnit Software Adobe Photoshop/Fireworks, Maven, Node.js Projects Built a website from scratch (Fall 2017; HTML, JavaScript, CSS) Programmed a graphical game using FLTK (Spring 2017; C++) Trained neural networks to play tic-tac-toe (Spring 2017; Lava) Programmed a marble sorter using LEGO NXT (Spring 2017; Ev3BASICSME) Implemented a feedforward neural network with gradient descent (Spring 2017; Java) The board game Battleship in multiple languages (Fall 2016; Python, Ruby) Connected a Raspberry Pi to a Naze32 flight controller (Summer 2016; Python) Dynamic inter-server communication network (Spring 2014; Java) Implemented Conway's Game of Life (Fall 2013; Java) Virtual Laser Chess (Fall 2013; Java) Made many additions and modifications to the game "Minecraft" (Summer 2011-2016; Java) Mork		 Data Structures and Algorithms Programming Languages
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