

Joshua Gabriele

joshuagabrie@gmail.com | 786-612-9079 | [LinkedIn: Joshua Gabriele](#)

Education

Florida International University
Bachelor of Science in Computer Science / Minor in Product Management

Expected Graduation date: June 2026

Project Experience

Canaray: Custom Speech-to-Text-System Project

Role: Co-lead

- Spearheaded the creation of **Canary**, a cutting-edge speech-to-text system, utilizing a Go backend, Python services, and an HTMX frontend.
- Developed a custom acoustic model using deep learning, achieving **80% accuracy** on varied speech inputs.
- Engineered a **real-time audio processing pipeline**, reducing latency by **40%** compared to traditional solutions.
- Designed and deployed **RESTful APIs** and **WebSocket services**, facilitating smooth inter-component communication.
- Enhanced context-aware transcription through a bespoke language model, improving accuracy by **25%**.
- Curated over **1,000 hours of multi-accent speech data** to support system training and refinement.
- **Led and Taught** 14 new developers on how to work with APIs, Github, Figma, and how to properly communicate as a team

ShellHacks: Recycle Mate

Role: Front-End Developer

- **Directed** a team of three in the rapid **development** of a website dedicated to educating users on recycling practices within **three** days.
- Integrated multiple **APIs** to present dynamic recycling information **effectively**, ensuring a clean and maintainable codebase for future scalability.

Japanese Learning Website

Role: Front-End Developer

- Engineered the **front-end interactivity** of a Japanese learning website by transforming **JSON** data into dynamic flashcards, enhancing the learning experience.
- **Designed and implemented** a visually engaging user interface using Figma, ensuring an intuitive and user-friendly layout.
- **Integrated responsive** design principles to ensure compatibility across various devices and screen sizes.

Cleaning Website

Role: Web Developer

- **Developed** a fully functional website for a cleaning service, utilizing **HTML**, **CSS**, and **JavaScript** to create a seamless user experience.
- Incorporated an **interactive email** feature that allows users to directly contact the service, enhancing customer engagement.
- Applied best practices in web design and development to ensure cross-browser compatibility and high performance.

League of Legends Client Redesign

Role: UI/UX Designer

- **Spearheaded** the **redesign** of the League of Legends game client to improve user experience, focusing on simplicity, usability, and coherence.
- Created wireframes and mockups using Adobe Photoshop, incorporating user feedback to refine the design.
- Implemented the redesigned client on a demo website using **HTML** and **CSS**, showcasing the new interface and interaction flow.

Extra Curricular Activities

Game development

- Engaged in recreating retro games to deepen understanding of game design and Unreal Engine 5 blueprint system.
- Currently developing a Minecraft-inspired minigame with unique mechanics and power-ups, showcasing creativity and **technical prowess**.

3D Modeling

- Proficient in creating visually appealing 3D models designed for game development, emphasizing simplicity and ease of implementation.

Skills

- **Language:** Java, Python,Html,CSS,JavaScript, English, Spanish.
- **Technologies:** Adobe Photoshop, Blender, Unreal Engine 5, Figma.
- **Relevant Courses :** Computer Architecture, Data Structures.
- **Additional Skills:** Agile/Scrum management, Intermediate proficiency in Guitar and Piano, CPR/AED Certified.

Certifications

Coursera-Google Project Management

March-August 2023

[Certificate link](#)