

GABRIEL BARRETO OTERO

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EDUCATION

University of Central Florida

Orlando, FL

B.S. in Computer Science | GPA: 4.0

May 2029

EXPERIENCE

Web Development Intern

Jul 2023 – Aug 2023

Miami EdTech, Miami, FL

- Assisted in development and testing of visual-recognition and educational software; boosted actionable user feedback by **27%**.
- Researched integrations and benefits of STEM curriculum packages; co-authored a proposal targeting outreach to **30+** Miami-Dade schools.
- Completed a Python certification at the conclusion of the internship.

Game Design Teaching Assistant

Aug 2023 – May 2025

John A. Ferguson Senior High, Miami, FL

- Coordinated and developed year-long course structure and weekly assignments for seven classes of **40+** students.
- Led instruction in C#, JavaScript, and Unity; guided students through full game-dev pipelines.
- Evaluated coursework, provided feedback, and supported lab sessions at scale.

Secretary of JAF CSHS

May 2023 – May 2025

Computer Science Honor Society, Miami, FL

- Placed **3rd** as a team at USF's *CyberLaunch Hackathon*.
- Led a **team** to **2nd** place at the *2023 CSTA Hackathon* (FIU) with an Internet-safety awareness project.
- Delivered workshops on C#, JavaScript, Java, and cybersecurity to cohorts of **30–50** students.
- Accrued **\$20,000+** in combined team hackathon awards across multiple events.

PROJECTS

Kinexis | Python, Flask, OpenCV, MediaPipe, SQLite, ReportLab

Oct 2025

- Developed at **KnightHacks VIII** as part of a **team of 4**; won **Best App** award.
- Full-stack web application enabling physical therapists to assess patient Range of Motion (ROM) via computer vision.
- Implemented real-time motion tracking using **MediaPipe** and **OpenCV** to capture and analyze limb movements.
- Engineered database architecture with SQLite to store angle measurements and automated medical report generation with ReportLab.
- Reduced typical ROM assessment time from **15–20 minutes to under 5 minutes**; requires only laptop and webcam for accessibility.

InfoScope | JavaScript, HTML/CSS, Chrome APIs, Google Gemini API

Sep 2025

- Developed at **ShellHacks 2025** (FIU) as part of a **team**; collaborated on ideation, coding, and presentation.
- Chrome extension that extracts article content and provides AI-powered summaries and Q&A.
- Implemented content-scoring to isolate main article text while filtering navigation/ads across diverse sites.
- Integrated Gemini API with async requests, error handling, and secure key storage via Chrome sync storage.
- Built message-passing architecture between popup UI and content scripts using Chrome Scripting API.

TECHNICAL SKILLS

- Languages:** Java, C#, Python, C/C++, Ruby, JavaScript, HTML/CSS, GDScript, SQL
- Frameworks/Engines:** React, Node.js, Flask, Unity, Godot
- Developer Tools:** Git, Sourcetree, Google Cloud Platform, VS Code, Visual Studio, Eclipse, Chrome DevTools
- APIs/Libraries:** Google Gemini API, Chrome Extensions API, OpenCV, MediaPipe, NumPy, Pandas, ReportLab