Vasilis A. Gadala

Foster City, CA 94404
(650)-436-9039
vasilisgadala@gmail.com

Date of Availability: May 2025 – August 2025
vasilisgadala.com linkedin.com/in/vasilis-gadala github.com/VasilisGadala

EDUCATION

Northeastern University, Khoury College of Computer Sciences — **Boston, MA**
Cumulative GPA: 3.89/4.00 • Khoury College GPA: 3.91 /4.00 • Dean's Student — **August 2021 – Present**
Candidate for Bachelor of Science, Computer Science, AI Concentration, Robotics Minor — **May, 2025**
Relevant Coursework: Graduate Algorithms, Graduate AI, Graduate Systems, Object Oriented Design, Database Design, Machine Learning, Differential Equations and Linear Algebra

SOFTWARE KNOWLEDGE:

• Java	• Python 3	• C++	• SQL	• TS/JS	• HTML/CSS
• Git	• Linux	• SpringBoot	• GraphQL	• RPC/HTTP	• Angular

RELEVANT EXPERIENCE

Google Software Engineering Internship — **Sunnyvale, CA**
May 2024 – Aug 2024

- Augmented backend financial frameworks responsible for RPC to SQL translation
- Developed 3 features that have been onboarded to enable refined data access
- Created generic design utilizing the Command and Builder Design patterns, reducing invoking code by 30% and better enforcing file policies
- Gained experience developing features immediately required by other engineers

Wayfair Software Engineering Co-Op — **Boston, MA**
Jan 2023 – June 2023

- Developed a service that collected data regarding the usage of APIs used for order cancellations. Data is streamed from Kafka topics to BigQuery. Used by business teams to generate dashboards displaying usage and profitability to stakeholders
- Performed in an AGILE work environment with daily standup and biweekly sprints
- Operated on bugs and enhancements in supplier and order cancellations backend systems
- Gained experience in decoupled Java and Python applications

Teaching Assistant - Object Oriented Design — **Boston, MA**
Fall 2022

- Instructing 19-person labs, teaching challenging concepts
- 15 hours per week: hosting office hours, grading homework and exams, labs
- Collaborating with faculty and peers, refining communication skills, time management

PROJECTS

AI Ant Simulator — **Boston, MA**
Fall 2023

- Developed simulated ants with custom pheromone-based pathfinding. Used a genetic algorithm to optimize ant speed, size, and spawn rate within a colony
- Demonstrated changes in colony characteristics with environmental changes, such as favoring ant longevity in low-food environments and ant quantity with a food surplus. These mutations improved maximal ant population by over 200%

Photomosaic Generator — **Boston, MA**
Fall 2023

- Built a C++ object-oriented program that constructs a mosaic of an image by loading 20k+ reference images and replacing subsections of the original image with the most similar reference image, determined by custom pixel-comparison algorithm
- Utilized custom representations and parsing of images and pixels, as well as a custom generic AVL TreeMap to efficiently parse the large pool of reference images

GraphicsEngine — **San Mateo, CA**
Summer 2023

- Designed application in C++ using OpenGL capable of loading .obj files, rendering multiple objects / meshes, and performing transformations in real-time
- Developed code for 3D object rotations, translations, file loading, face coloring, and vertex / face implementations responsible for representing the object

Interests and Hobbies

Full-stack Engineering, Machine Learning, Robotics, Computer Aided Design, Basketball, Biking