
Gabriel Anderson

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SKILLS

LANGUAGES

Java • C++
Haskell • Ruby
C# • Python

TECHNOLOGIES

Libraries

Libgdx • SDL
Rails

Databases

Postgresql • Sqlite

Tools

Git • Vim

Operating Systems

Windows • Android
Linux (CentOS, Arch, Ubuntu, NixOS)

EDUCATION

SHORELINE CC

A.A IN COMPUTER SCIENCE

March 2016 | Shoreline, WA

PROJECTS

POKE-A-DOT | GAME

www.github.com/andgate/pokeadot

- Designed and built a dot-poking game challenging player reaction-time
- Developed with LibGDX in Java for Android and PC
- Marketed free and paid version on Google Play
- Implemented a polished user-interface

IKOU | GAME

www.github.com/andgate/ikou

- Challenges players to solve an endless barrage of mazes
- Developed with LibGDX in Java for Android and PC
- Marketed free and paid version on Google Play
- Implemented random maze generation using the Recursive Backtracer Algorithm
- Developed a custom maze mesh generator that works similar to a voxel engine
- Invented a minimalistic control scheme and user-interface
- Currently developing a second version in my spare time which will have a competitive online multiplayer experience

GABECODE | BLOGFOLIO

www.gabecode.tech

- Developed a personal website and single-user
- Implemented with Ruby-On-Rails and deployed via Heroku
- Employed Markdown formatting to render blog posts

HAWK | PROGRAMMING LANGUAGE

www.github.com/andgate/hawk

- Designed and implemented an experimental, low-level, programming language
- Wrote two different proto-type compilers with C++ and Haskell respectively
- Developed an abstract syntax tree with C++
- Implemented parsing with Bison+Flex in C++
- Created a code generator that outputs to LLVM IR code using the LLVM C++ library
- Wrote a detailed guide to document usage of language
- Actively researching and developing features for the compiler such as type-inference, type-checking, and error reporting