

Gabriel J. Pérez Irizarry

CONTACT INFORMATION

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OBJECTIVE

To expand my software development skills and experience with a Master's degree in Computer Science at a University with good opportunities for entrepreneurial development.

SKILLS

Systems Development

Talent for working with large existing code bases and development of complex software systems.

Web Development

Ability to create, manage and enhance interactive and secure web applications.

Project Direction

Proven ability to lead and manage a wide variety of design and development projects in team and independent situations.

TECHNICAL

Java
Python
C and C++
Bash
PHP

Go
x86 Assembly
Emacs
Eclipse
Git/Hg/Svn

GNU/Linux
Mac OS X
Windows XP/Vista/7
Android

WORK EXPERIENCE

Track All Inc, Caguas PR — *Mobile Software Developer and Systems Administrator* Summer 2011

Developed an Android application capable of reporting potholes on the road, acts of vandalism (e.g. graffiti), illegal trash dumping and other problems that affect cities worldwide. People are able to install this application, take a picture of the item, add notes and other information. Then they can upload the data and view a map with all the items.

Google Summer of Code - Sunlight Foundation — *GSoC Student* Summer 2010

Worked with the Sunlight Foundation on the 50 States project as a GSoC student. Google Summer of Code is a program where Google sponsors students to work full-time on Free and Open Source projects during the summer. The 50 States project wants to make available data from all of the US States legislatures through a single easy to use API.

IBM Linux Technology Center, Austin TX — *Pre-Professional Programmer* Summer 2009

Worked on enhancing and solving issues related to the installer of a Linux distribution developed by IBM. Some of the enhancements include the ability to create live USBs and CDs and virtual machine images. Worked with low-level Linux components such as the initrd/initramfs.

RESEARCH

University of Puerto Rico — *Library Developer* 2011

A high performance, documented, and cross-platform GPU library for hyper-spectral image processing is being developed at the University of Puerto Rico Mayaguez (UPRM). I'm working on the development of the build infrastructure and testing infrastructure. Additionally, I'm helping on the creation of its coding guidelines. An abstract has been submitted to the SPIE Defense, Security and Sensing conference.

University of Puerto Rico, NSF — *Game Developer* 2010

Worked on the development of a serious 3D video game written in Java using JMonkeyEngine. The project aims to develop a factory simulation game that will help teach Industrial Engineering concepts.

AWARDS

Reto 2.0 2011 Award Winner — *Web Developer* 2011

A competition sponsored by IBM, HP and Microsoft. My team built <http://enterar.me> which roughly translates to: learn. The goal of the site is to have a single view of news events that are happening around the user and being shared by his or her friends.

EDUCATION

University of Puerto Rico — *Mayagüez* 2006-Present
Major: Computer Engineering Graduation Date: May. 2012 GPA: 3.37/4.00

MORE

Detailed descriptions, pictures and videos of my work: <http://gabrieljperez.nfshost.com/>