

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.

EDUCATION

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

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.

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 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 and upload the data.

Google Summer of Code - Sunlight Foundation — GSoC Student

Summer 2010

Worked with the Sunlight Foundation on the 50 States Project as a GSoC student. The 50 States Project wants to make data available from all of the U.S. states legislatures through a single API. I worked on the development of several scrapers for some states including Hawaii, Colorado and Oregon

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, CDs and virtual machine images. Worked with low-level Linux components such as the initrd/initramfs.

RESEARCH

University of Puerto Rico, NSF, CenSSIS — Library Developer

2011

The University of Puerto Rico Mayagez (UPRM) is developing a high performance, documented, and cross-platform GPU library for hyper-spectral image processing. I'm working on the development of the build infrastructure and testing infrastructure. Additionally, I'm involved on the creation of its coding guidelines. In March 2012 I'm going to be presenting my work at the SPIE Defense, Security and Sensing conference.

University of Puerto Rico, NSF and PR-LSAMP — Game Developer

2010

Worked on the development of a serious 3D game-based learning platform 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 combine the strengths of social media and traditional media into a single view.

MORE

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