

# Gerard Consuelo

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## EDUCATION

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### San Jose State University

San Jose, CA

*Bachelor of Arts in Computer Science*

*Aug. 2024 – Present*

- GPA: 3.95/4.0 (President's Scholar Award)
- Relevant Coursework: Intro to Data Structures, Linear Algebra, Discrete Mathematics

## EXPERIENCE

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### Software Engineer Intern @ SCE

Sep 2024 – Present

*San Jose State University*

*San Jose, CA*

- Engineered a secure Golang REST API with JWT authentication for a self-checkout system, managing inventory for a 100+ member club.
- Developed an end-to-end print job monitoring system to provide real-time status tracking, resolving a critical visibility gap in the legacy "fire-and-forget" print workflow.
- Architected a stateful tracking engine using an SQLite database and Python's set operations to efficiently store job history and reconcile statuses from polled lpstat outputs
- Ensured system reliability by building a comprehensive Python test suite with mocked subprocesses to enable isolated validation of the job reconciliation logic.

### Summer Camp Lead

July 2025

*theCodersSchool*

*Folsom, CA*

- Directed a week-long Roblox development summer camp, instructing 15+ students aged 7-12 in the fundamentals of game design and Lua scripting.
- Designed and developed a project-based curriculum, translating complex coding concepts into age-appropriate, hands-on activities.
- Facilitated students creating their own custom games, guiding projects from initial concept to playable prototypes like PVP, obby, and simulations.

## PROJECTS

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### HotSpot @ HackDavis25 — [Github](#)

April 2025

- Developed a web service to consolidate wildfire support information for vulnerable communities, featuring a Gemini API-powered assistant for curated local resources.
- Engineered an interactive map with Next.js and Mapbox GL JS to visualize Wildfire Hazard Potential (WHP) against census demographic data, clarifying risk for at-risk groups.
- Built and deployed a full-stack MVP within 24 hours using React, Tailwind CSS, and Node.js, demonstrating a rapid and effective development cycle.

### Syll.ai @ SFHacks — [Frontend](#) [Backend](#)

April 2025

- Developed a syllabus scraping tool that automatically converted academic data into digital cards, cutting student review time by 75%.
- Built a FastAPI backend to convert syllabus PDFs to text for automated data extraction via Google Gemini.
- Engineered a responsive Next.js web app with Supabase and TailwindCSS to manage syllabus cards, featuring secure user authentication for personalized storage.

### Blocky Heroes — [Game Link](#)

Jan 2023 – Feb 2023

- Built a First-Person Shooter (FPS) game using the Roblox Game Engine and API, programmed in LuaU.
- Implemented an MVC architecture and OOP principles to enhance modularity and simplify testing, enabling project completion in a rapid 2-week timeframe
- Architected an advanced NPC system featuring a finite state machine and A\* pathfinding, capable of generating 100+ NPCs concurrently with minimal latency.

## TECHNICAL SKILLS

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**Languages:** Python , Golang , JavaScript , Next.js , FastAPI , React

**Frameworks:** NextJS, ElectronJS, React, Express, Node.js, FastAPI, TailwindCSS, RobloxAPI, SciKit, Pandas

**Developer Tools:**Git, Github, Docker, VS Code, WSL