

GABRIEL NILSSON

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EDUCATION

Minerva University

Worldwide

Candidate for Bachelor of Science, Computer Science

2025

- [World's most innovative University 2022](#) (WURI),
- [1% acceptance rate](#) and the [world's best performance on the CLA+](#)
- Global education where students move to a new country each semester
- My concentrations: Mathematics, Artificial Intelligence, and Cognition

Swedish Naval Academy

Karlskrona, Sweden

System Technician onboard Submarines

2021

- Military training, leadership, and technical education
- Cryptography, Networks, Physics, Sonar, Mechanics, Hydraulics, Radio/GPS, and more

LBS - The Creative Highschool

Borås, Sweden

Game Development

2020

- GPA 22.5/22.5, perfect grades all 3 years, and 300 hours of additional courses
 - Project management (*Agile*), Programming (*C# and Python*), Game Development (*Unity*)
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EXPERIENCE

Cofounder - [Paisa](#)

Dubai, UAE

Cofounder and CTO

May 2022 – Aug 2022

- Created a novel decentralized solution for affordable salary advances
- Won “Best Pitch” at Metacon in Dubai World Trade Centre (2022)
- Initial fund-raising, pitch decks, market strategy, gap analysis, customer research

Minerva University

San Francisco, Seoul, and Taipei

Lead Peer Tutor and Curriculum Intern

Aug 2021 – Present

- Peer Tutor (fall 2021 – spring 2022), Curriculum Intern (summer 2022), Lead Peer Tutor (fall 2022)
- Paid internships, competitive positions with many responsibilities
- Involves tutoring university freshmen, designing curriculum and assessments, grading and feedback

1st Submarine Flotilla - Swedish Navy

Karlskrona, Sweden

System Technician, Soldier, and Sailor

Aug 2020 – May 2021

- Managing classified information and systems
 - Discipline, technological expertise, and leadership
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ACCOMPLISHMENTS

- 42nd best coder in Sweden, Swedish programming olympiad at high-school level (2019)
 - Won “Best Beginner Hack” at CalHacks, the world’s largest collegiate hackathon (2021)
 - Won “Best Game” in Swedish game development competition, high-school level (2019)
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SKILLS AND INTERESTS

- **Technical Skills:** (Advanced) Python, Unity. (Intermediate) Solidity, C++, Networks, Cryptography
- **Soft Skills:** Problem-solving, project management, quick learner, communication skills, and leadership
- **Interests:** Board game enthusiast, teaching/tutoring, and mathematics