GABRIEL NILSSON

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EDUCATION

Minerva University   **San Francisco, CA**

Bachelor of Science in Computational Sciences (Data Science and Statistics, Artificial Intelligence)   2025

- GPA: 3.8 /4.0
- World's most innovative University 2022 (WURI),
- 1% acceptance rate and the world's best performance on the CLA+
- Will study in seven international cities for four years to develop global perspective

Swedish Naval Academy   **Karlskrona, Sweden**

System Technician onboard Submarines   2021

- Military training, broad technical education, and managing classified information

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*)

EXPERIENCE

Minerva University   **San Francisco, Seoul, and Taipei**

Lead Peer Tutor and Curriculum Intern   *Aug 2021 – Present*

- Selected for competitive and paid positions to teach programming and mathematics
- Involves tutoring university freshmen, designing curriculum and assessments, grading and feedback

Cofounder - Paisa   **Dubai, UAE**

Cofounder and CTO   *May 2022 – Aug 2022*

- Created a novel decentralized solution for affordable salary advances
- Involved: initial code development, initial fund-raising, pitch decks, gap analysis, customer research
- Won "Best Pitch" at Metacon in Dubai World Trade Centre (2022)

Game Development projects   **Sweden**

Lead programmer (3 years)   *Aug 2017 – May 2020*

- 3 different year-long development projects, were Programming Lead
- Qualified for a national competition and won prizes each year
- Worked in groups (8 people), managed larger code bases, code refactoring and readability

ACCOMPLISHMENTS

- **42nd best coder in Sweden**, Swedish programming olympiad at high-school level (2019)
- "Best Beginner Hack" at CalHacks, the **world's largest collegiate hackathon,** 370+ participants(2021)
- "Best Game" in Swedish game development competition, high-school level, 200+ participants (2019)

SKILLS AND INTERESTS

- **Skills:** (Advanced) Python coding, Statistical Analysis, Tutoring. (Intermediate) ML
- **Languages/Software:** (Advanced) C#, Python, Unity (Intermediate) Solidity
- **Interests:** Board game enthusiast, teaching/tutoring, and mathematics