

GABRIEL NILSSON

San Francisco, CA · gabriel.ekhagas@gmail.com · [linkedin.com/in/gab-nil](https://www.linkedin.com/in/gab-nil) · github.com/g-nilsson

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*)
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EXPERIENCE

Minerva University

San Francisco, Seoul, and Taipei

Lead Peer Tutor and Curriculum Intern

Aug 2021 – Present

- I was 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
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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)
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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