

GABRIEL NILSSON

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EDUCATION

University of Cambridge

Cambridge, United Kingdom

MPhil in Scientific Computing

2025-2026

Minerva University

San Francisco, Seoul, Taipei, Hyderabad, Buenos Aires, London, and Berlin

Bachelor of Science in Computational Sciences (Mathematical and Computational Modeling)

2021-2025

- GPA: 3.93 / 4.00. Major GPA: 3.97 / 4.00
- World's most innovative University [2022](#), [2023](#), [2024](#), & [2025](#) (WURI),
- Highly selective and the [world's best performance on the CLA+](#)
- Studying in seven countries over four years with a highly international cohort

Swedish Naval Academy

Karlskrona, Sweden

System Technician Onboard Submarines

2020-2021

- 10 were selected among ~5 000
 - Skills: Military discipline, leadership, broad technical education, and managing classified information
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EXPERIENCE

Minerva University

Global Rotation

Lead Peer Tutor, Teaching Assistant, and Curriculum Intern

Aug 2021 – Present

- Teaching Assistant for Differential Equations, Probability & Statistics, and Calculus
- Capstone project on “[Spatial discretization and its impact on physical simulations](#)”
- Designed the University's AI literacy class and grading dashboard for faculty
- Tutored Python programming and math to 100+ students after placing first in freshman coding assessment
 - Graded 400+ assignments, provided in-depth feedback, and designed the programming curriculum

Cofounder - Paisa

Dubai, UAE

Cofounder and CTO

May 2022 – Aug 2022

- Created a novel decentralized solution to make salary advances ~90% cheaper than alternatives
- Did initial code development, fund-raising, pitch decks, and interviewed 100+ for customer research
- Won “Best Pitch” at Metacon in Dubai World Trade Centre (2022)

Game Development Projects

Borås, Sweden

Lead programmer (3 years)

Aug 2017 – May 2020

- Was Programming Lead and Scrum Master for 3 different year-long projects of 8+ people
 - Qualified for a national competition and won prizes each year, with 60+ teams participating each year
 - Led project groups, managed large code bases, improved code refactoring and readability
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ACCOMPLISHMENTS

- “Best Beginner Hack” at CalHacks, the **world's largest collegiate hackathon**, 370+ participants (2021)
 - **40th best coder in Sweden**, Swedish programming olympiad at high school level, 250+ participants (2019)
 - “**Best Game**” in Swedish game development competition, high-school level, 60+ teams (2020)
 - Planted **>40,000 trees** in northern Canada. Read [here](#) about “one of Canada's toughest jobs” (2023)
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SKILLS AND CERTIFICATIONS

- **Skills:** *Advanced:* Statistical Analysis, Tutoring, and Mathematics. *Intermediate:* ML
- **Languages/Software:** *Advanced:* Python, C#, Unity. *Intermediate:* Solidity, C++