# GABRIEL CABALLERO

# Software Developer | Math/CS Student @McGill

### CONTACT ME

im linkedin.com/in/gabbrousset

gabbrousset.dev

github.com/gabbrousset

#### ACADEMIC

McGill, Bachelor of Science Expected Completion May 2026

> MITx, 6.431x: Certificate in Probability, the Science of Uncertainty and Data

MITx, 6.86x: Certificate in Machine Learning with Python

# KNOWLEDGE AND ABILITIES

JavaScript, TypeScript

React, React Native

Node.js, Python

Lua, C, Processing

Git, MongoDB, SQL

Touch typing (+100 wpm)

## **EXPERIENCE**

### **HopperCat Apps**

Programmer | July 2020 - April 2022

- App developer for iOS and Android with React Native.
- Maintenance for app with over 100,000 users.
- Website redesign with React.

### **PROJECTS**

#### **Codenames Online**

React and Node.js

- I made a website to play the popular board-game 'Codenames' online with your friends.
- I used React for the front-end and Node.js for the back-end.
- https://github.com/gabbrousset/codenames

#### **Snek | Snake Game**

React Native

- A minimalistic take on the classical Snake game.
- Made with React Native, and published on the App Store and Google Play Store.
- https://github.com/gabbrousset/snake-game-rn

#### LANGUAGES '

Spanish

English

French

### **CS50 Finance**

Flask, Python, and SQLite3

- Web portal where users can simulate the buying and selling of stocks in real time.
- https://github.com/gabbrousset/CS50-finance

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# HOBBIES AND INTERESTS

Chess

Rubik's Cubes

Mathematics

Coding

Machine Learning and AI

NFL

Formula 1

#### Snake Al

Python and Pygame

- I taught an AI to play Snake with a pathfinding algorithm.
- The AI is written in Python, and the game and its interface with Pygame.
- https://github.com/gabbrousset/snake-ai

#### **CS50 Mario Bros**

Lua and Love

- My version of the game "Mario Bros", made entirely with Lua.
- https://github.com/gabbrousset/CS50-mario

### 6.86x Digit Recognition

Python and NumPy

- I made an AI that can classify handwritten digits from the MNIST (Mixed National Institute of Standards and Technology) database.
- I created several versions of the AI, each using a different type of neural network.
- Also, I trained some neural networks to be able to recognize two overlapping numbers, from the multi-digit MNIST database.
- https://github.com/gabbrousset/6.86x-digit-recognition