

GABRIEL MALLARI

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Education

University of Virginia

B.S. Computer Engineering, GPA: 3.853

Relevant Coursework: Program and Data Representation, Software Development, Algorithms

Aug. 2018 – May 2022

Charlottesville, VA

Experience

Incoming Software Engineer Intern

Capital One

June 2021 – Present

McLean, VA

Undergraduate Research Assistant

Riggs Lab, UVA

Feb 2021 – May 2021

Charlottesville, VA

- Extended existing VR selection task program to create different reaching task conditions and data outputs needed for study
- Synchronized kinematic data from **C#** program with Oculus motion tracking to determine movement trajectories
- Analyzed location, movement timings, and performance of target selection tasks in controlled lab environment

Software Engineer Intern

TRON Air Force

May 2020 – Aug 2020

Honolulu, HI

- Developed full-stack web application using **Spring**, **React**, **Postgres** and **Docker** to improve trainee management efficiency
- Created REST API using **Spring Boot** and **Postgres** to store data related to military personnel and training events
- Implemented interactive spreadsheet for users to manage personnel's training events using **React** and **TypeScript**
- Paved way for application to receive funding for deployment throughout entire Department of Defense

Undergraduate Research Assistant

Dependable Systems and Analytics Group, UVA

Aug 2019 – May 2020

Charlottesville, VA

- Optimized surgical video analysis by creating **python** script to split video based on frames tasks occur
- Analyzed error patterns and distributions using **excel** and documented results for research paper and poster
- Contributed to improvement of safety and effectiveness of surgical patient care

Projects

HoosRooming | <https://hoosrooming.herokuapp.com/> | Python, Django, PostgreSQL, Heroku, Travis CI

Jan 2021 – May 2021

- Built a roommate finder web-application that dynamically matches users to potential roommates
- Incorporated **Cloudinary API** and **Spotify API** to display pictures and music preferences on user profile
- Implemented a robust user-to-user messaging system to allow matched users to interact
- Conducted interviews with stakeholders to evaluate user needs and managed functionalities workflow

Intentions | <https://oit-project.herokuapp.com/> | Python, Django, PostgreSQL, Heroku, Figma

Mar 2021 – May 2021

- Developed an introspective journal application that allows users to submit daily entries and responses to prompts
- Integrated **Django Authentication** and **SendGrid** server to implement a secure user authentication system
- Designed product mainframe using **Figma** and created user interface using **HTML**, **CSS**, and **Bootstrap**
- Deployed application into production using **Heroku** and demoed application for Out in Tech cohort (100+ people)

TI-Robotics System Project | C, Code Composer

Jan 2020 – Dec 2020

- Assembled a semiautonomous, mobile robot to follow randomized paths labeled by duct tape
- Designed finite state machine and programmed bump and distance sensor interface
- Implemented interrupts to minimize distance from obstacles and respond to collisions

Technical Skills

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, TypeScript, HTML/CSS, Matlab

Frameworks: Django, React, Node.js, Spring Boot, JUnit, Agile/Scrum Methodology, MVC

Developer Tools: Git, Docker, VS Code, PyCharm, IntelliJ, VirtualBox, Travis CI, Gitlab CI/CD Pipeline

Libraries: Bootstrap, pandas, NumPy, React Redux