

GABRIEL LICONA

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EDUCATION **UNIVERSITY OF TEXAS AT AUSTIN**
Bachelors of Science and Arts in
Computer Science
Business Foundations Certificate
Presidential Achievement Scholar
May 2016
GPA: 3.4

UNIVERSIDAD PONTIFICA COMILLAS
Study Abroad in Madrid, Spain
Spring 2015

SKILLS
Java | HTML / CSS
Javascript | Swift
C | Objective-C
SQL | Experience
with Angular.js,
Backbone.js, Node.js,
PhoneGap, Ionic
Familiar with Adobe
Photoshop and Illustrator
Proficient in Spanish

INTERESTS
Startups | Travel
Reading | Food

EXPERIENCE

INFUSION | Associate Consultant

JUNE 2015 - AUGUST 2015 | NEW YORK, NY

Worked on Samsung's Interactive Theater which will be featured in their first flagship store. It will be used to sell Samsung Solutions to Samsung's biggest clients. Developed an Apple Watch app for Re/Max that displays the nearest real estate listings. Designed new layouts for the 9/11 Memorial Foundation's Windows 10 app.

CROWDTORCH | Technology Intern

JUNE 2014 - AUGUST 2014 | AUSTIN, TX

Optimized Crowdtorch's Mobile Platform which creates event applications for clients. Developed an essential streaming radio feature used by music festival clients for a more engaging music experience within their event app.

LEA | Junior Web Developer

SEPTEMBER 2013 - DECEMBER 2013 | AUSTIN, TX

Co-developed the UT Entrepreneurship Portal within the Longhorn Entrepreneurship Agency Website. LEA is an agency of Student Government that is responsible for creating an entrepreneurial environment throughout the university and providing resources to student entrepreneurs.

SELF EMPLOYED | Android Developer

JUNE 2011 - JUNE 2012 | EL PASO, TX

Developed Android apps that replaced the default home app and provided a unique user experience. Generated revenues of ~\$90,000 and download count of ~50,000. Apps have reached #1 on the "Top New Paid" list and top 5 on the "Top Paid" list in the "Personalization" Category.

PROJECTS

NIVO STUDIOS

Created prototypes of apps and solutions for a potential startup of mine. One solution helps increase revenue for apparel retail stores by creating outfits for customers based on the items that they scan, encouraging them to buy more.

WII REMOTE CONTROLLED CAR

Utilized a Nintendo Wii remote to control an r/c car through the use of an Arduino microcontroller that reads the coordinates of the remote's accelerometer and sends instructions to the car based on the coordinates.