

Gabe Zeller

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EDUCATION

University of Illinois at Urbana-Champaign

Champaign, IL

B.S. in Geography & Geographic Information Science, Minor in Computer Science

August 2021 – May 2025

Relevant Coursework: Data Structures and Algorithms (C++), Algorithms and Models of Computation, Computer Architecture, Programming for GIS (R), Environmental Data Science (R), Game Development, Enterprise GIS, Geographic Information Systems

EXPERIENCE

Software Developer

February 2024 – Present

Project Code: UIUC

Champaign, IL

- Built the home-page front-end of an E-Commerce website for academic materials using **React**.
- Collaborated on developing a mobile app for showcasing user-uploaded events at UIUC.
- Developed **100%** of the app home screen front-end by utilizing **JavaScript** and **React Native**.
- Integrated the input screen with **Cloud Firestore**, allowing for writing to the database for user event uploads.
- Connected the home screen to **Firebase** and implemented logic for querying the NoSQL **Cloud Firestore** database, displaying queried events, and enabling seamless navigation to event descriptions via event listings.

GIS Intern

May 2024 – August 2024

Peoria County Government

Peoria, IL

- Utilized ArcGIS Pro tools and Python Notebook to build and update feature layers for GIS web applications.
- Debugged and optimized a previously unusable Python script, **reducing average runtime by 74%**.
- Mapped hazardous chemical facility evacuation radii for Peoria County Emergency Management Agency to **identify all relevant at-risk locations**.

PROJECTS

GabeZeller.com | *React.js, Next.js, JavaScript, JSX*

January 2025 – April 2025

- Developed 3 pages and **reusable components** using Next.js and React, ensuring **scalability** and **efficiency**.
- Enhanced the mobile experience with responsive CSS styling and conditional formatting.
- **Minimized technical debt** and eliminated manual updates by dynamically rendering project cards from a JSON file with JSX functions.

Midnight Cram Horror Game | *Unreal Engine, Blueprints*

March 2024 – May 2024

- Collaborated on developing a horror video game set in the UIUC Grainger Library using **Unreal Engine**.
- Programmed in-game mechanics for **7 key features** such as player inventory with **Unreal Engine Blueprints**.
- Designed and implemented **3** in-game menus and many adaptive UI components such as inventory hot bar.

EXTRACURRICULAR

Triangle STEM Brotherhood

May 2022 – Present

Social Director, Homecoming Chair, + 2 more

Champaign, IL

- Showcased vital decision-making and risk assessment skills as a **2-time elected executive board member**.
- Managed the planning and execution of social events for **60+** chapter members and their guests by overseeing a **\$10,000** budget, **leading a team of 7** social coordinators, and utilizing risk-mitigation strategies for event planning and execution.
- Organized and executed a live music charity event, establishing new event setup and operation procedures, and successfully **raising \$900** for a local charity.

TECHNICAL SKILLS

Programming: C++, Java, JavaScript, JSX, HTML, CSS

Frameworks and Tools: React, React-Native, Next.js, Git, Unreal Engine, Docker

GIS: ArcGIS Pro/Online, Geospatial Data, Data Wrangling, Python/arcpy, R, SQL