

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, Principles of GIScience (Python), 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

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.

Portfolio Website | *HTML, CSS*

July 2023 – August 2023

- Designed and built a portfolio website to showcase projects and personal information.
- Built in Visual Studio Code using **HTML** and **CSS** and hosted using **GitHub** pages.
- Learned **HTML** and **CSS** through online resources and experimentation with little previous experience.

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**.
- Actively managing the planning and execution of social events for **60+** chapter members and their guests by overseeing a substantial budget, **leading a team of 7** social coordinators, and utilizing risk-mitigation strategies for event planning and execution.
- Planned and executed **5** Homecoming weekend events for **75+** active and alumni brothers to participate in by coordinating with the alumni board via remote meetings, selecting and purchasing supplies while remaining within an allocated budget, and leading the execution of events.

TECHNICAL SKILLS

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

Frameworks and Tools: React/React-Native, Git, Docker, VS Code, R Studio, Apache Net Beans

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