Gabe Zeller

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EDUCATION

University of Illinois at Urbana-Champaign · August 2021 – May 2025
Bachelor of Science in Geographic Information Science, Minor in Computer Science · *Champaign, IL*
Relevant Coursework: Data Structures, Environmental Data Science, Game Development, Intro to GIS

EXPERIENCE

GIS Intern · May 2024 – Present
Peoria County Government · *Peoria, IL*
- Utilized **ArcGIS Pro** to create and update feature layers for public GIS web applications.
- Debugged a **Python** script using the shell debugger and enhanced functionality with **arcpy** and **pandas** libraries.
- Created feature layers for other county departments by analyzing data and aligning with stakeholder goals.

Barback + Cocktail Server · May 2022 – August 2023
Black Band Distillery · *Peoria, IL*
- Maintained a welcoming, clean, and well-stocked bar area, while engaging with customers.
- Took on patio service duties for busy periods while managing bar tasks despite lacking prior serving experience.
- Washed bar dishes, took cocktail orders, and served prepared cocktails.

PROJECTS

Illini Happenings App | *JavaScript, React Native, Cloud Firestore, Git* · February 2024 – Present
- Collaborated to develop a full-stack mobile app showcasing user-uploaded events on the UIUC campus.
- 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 **Cloud Firestore** database, displaying queried events, and enabling seamless navigation to event descriptions via event listings.

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 **6** 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.

Project Code · February 2024 - Present
Software Developer · *Champaign, IL*
- Developed crucial components of Illini Happenings App and presented progress to Project Code members.

TECHNICAL SKILLS

Programming: C++, Java, JavaScript, R, HTML, CSS
Frameworks and Tools: React Native, Git, Docker, VS Code, R Studio, Apache Net Beans
GIS: ArcGIS Pro/Online, Geospatial Data, Data Wrangling, Python/arcpy