

Gabriel Torres

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EDUCATION

University of Costa Rica <i>Bachelor's degree in Electrical Engineering, Honor Graduation</i>	San Pedro, San José March 2019 – Feb. 2024
University of Costa Rica <i>Bachelor's degree in Computer Science, In Progress</i>	San Pedro, San José March 2025 – Expected 2028

EXPERIENCE

Project Engineer Assistant <i>Sistemas IQ, SIQ S.A.</i>	October 2023 – February 2024 Uruca, San José
<ul style="list-style-type: none">Collaborate with cross-functional teams to define project requirementsProgramming PLC systems and configuring HMI interfacesParticipation in the start-up of the systems, implementing customized programmed tools	
Project Engineer I <i>Sistemas IQ, SIQ S.A.</i>	February 2024 – July 2025 Uruca, San José
<ul style="list-style-type: none">Advanced design and programming of control algorithms on open and private platformsDesign and implementation of automated systems for manufacturingLeadership in start-up activities, ensuring effective integrations and monitoring in real timeDesign of test and troubleshoot systems to ensure performance and compliance	
Undergraduate Research Assistant <i>University of Costa Rica</i>	Aug. 2022 – Jan. 2023 ARCOSLab, Engineering Research Institute (INII)
<ul style="list-style-type: none">Developed a sensor prototype to generate and measure three-dimensional forces applied to a humanoid robot	

PROJECTS

MIPI Depth Application <i>C++, Jetson Nano, Jetson Inference, GStreamer</i>	Oct. 2023 – Dec. 2023
<ul style="list-style-type: none">Capture video from a MIPI camera and estimate the distance to objects using Monocular DepthStreamed displaying the depth map in color encoded in H.264 using hardware accelerationUsed jetson-inference framework to create the application based on C++	
High-Speed Channels Characterization <i>Git, Altium Designer, Cadence AWR</i>	Feb. 2023 – May 2023
<ul style="list-style-type: none">Characterized high-speed channels based on the USB 3.0 standard using multi-layer PCB technologiesDocumented the design, integration, and validation process, utilizing a Vector Network Analyzer (VNA)Intel EP and EI Hands-on Workshop Design Challenge Third Place winner group	
Three-axis Force Sensing System <i>Electronic Design, Calibration, STM32F3, C</i>	Aug. 2022 – Jan. 2023
<ul style="list-style-type: none">Designed a system to measure interacting forces between itself and the body of a humanoid robotDeveloped an application to collect and process data in soft-time response on CArticle presented at the “IEEE Colombian Caribbean Conference” in 2023	

TECHNICAL SKILLS

Programming languages: Bash, Python, C/C++, Verilog, SQL
Softwares: Matlab, Altium Designer, Cadence AWR
Developer Tools: Github, Docker, VS Code, Visual Studio
Languages: Spanish (Native), English (Advanced)

SOFT SKILLS

- Able to work under pressure
- Able to interact with customers worldwide
- Fast and self-oriented learning
- Creative and innovative solutions
- Passion for problem solving