

Gael Zarco

Las Vegas, NV | gaelxarco@icloud.com | [702-426-8371](tel:702-426-8371) | [LinkedIn](#) | [Portfolio](#)

Work Experience

Web Developer	July 2024 – December 2024
702 Pros	Las Vegas, NV
<ul style="list-style-type: none">Developed and maintained full-stack web applications using HTML, CSS, JavaScript, PHP, and WordPress, reducing reliance on external dependencies for new projects by 80%.Implemented third-party API integrations in existing back-end systems, automating key B2B services and significantly reducing manual work.Resolved high-priority support tasks (DNS, website, and email migrations), minimizing downtime by 15% and earning positive client feedback.	
IT Technician	July 2023 – July 2024
Team Tech Solutions	Las Vegas, NV
<ul style="list-style-type: none">Delivered IT support to clients nationwide (remote) and in Las Vegas (on-site), reporting directly to the CEO and Director of Operations.Configured network and IT equipment for medical facilities in Las Vegas, ensuring support met SLA requirements and achieving a 99% client satisfaction rate.Administered Active Directory, Microsoft 365, and Exchange via Azure, improving ticket resolution speed by 70% for the Las Vegas team.	

Education

College of Southern Nevada	December 2027
Bachelor of Science in Computer Science	In Progress
<ul style="list-style-type: none">Coursework: Data Structures & Algorithms, C++, Linux, Networking, SQL Databases, System Architecture & Design, Calculus	
University of Nevada Las Vegas	June 2022
Software Development Bootcamp	Completed
<ul style="list-style-type: none">Coursework: Software Development, HTML/CSS, JavaScript, React, AWS, SQL & MongoDB	

Skills

- Programming Languages & Tools: C++, Rust, JavaScript, HTML/CSS, SQL, Linux, Docker, Git, React.js, Next.js, AWS, Coolify
- Languages: English (fluent), Spanish (fluent)
- Miscellaneous: CI/CD, REST APIs, Agile, Collaboration, Teamwork, Problem Solving

Projects

RGX	2025
Software Rasterizer (Rust)	Completed
<ul style="list-style-type: none">Software rasterizer that parses .obj files and converts triangle coordinates into 3D renders.Uses minimal external dependencies; all rendering logic and file parsing written from the ground up.Implements a simple 3D rendering pipeline with transformations, shading, and rasterization-performance optimizations.	
Space	2024
Real-Time Messaging Platform (Next.js, Tailwind CSS, Redis)	Completed
<ul style="list-style-type: none">Full-stack web app enabling two users to message in real time with persistent message storage.Incorporates a modern UI with modals, toast notifications, animated message feeds, and light/dark mode.Utilizes Web Sockets for real-time communication, OAuth for login, middleware to secure user and chat data, and lets users add friends by email.	