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Gabriel Brown

EDUCATION

Macalester College, Saint Paul MN – *Bachelor of the Arts*

August 2015 – May 2019

Majors: Computer Science and Japanese **GPA:** 3.75

Honors & Awards: Recipient of the merit-based Dewitt Wallace scholarship, Dean's List for Spring 2016, Spring 2017, Spring 2018

PROJECTS

Stepquencer (App) – *Project Manager, Developer* Technologies: C#, Xamarin Forms, Git

January 2016 – PRESENT

I worked with a team of students to create a cross-platform mobile app for music creation. Stepquencer is highly customizable and made for beginners and tinkerers alike. I served as the project manager, setting deadlines and keeping my team members on task. I also implemented the layout of every screen on the app and the logic behind using multiple instruments at once. Stepquencer is currently available on the Apple App Store, and has accrued 3,500+ downloads as of September 2018.

App Store Link: <https://goo.gl/cbsnNL>

Github Link: <https://bit.ly/2xeyGob>

Yea Big, Yea High – *Research Assistant/Co-Author* Technologies: C#, Unity, HTC Vive, Git

June 2017 – August 2017

I worked on a team with Dr. Bret Jackson to design and develop a 3D user interface for selecting 3D surfaces in Virtual Reality (VR). The 3D selection interface I helped implement allows users to progressively refine their selections, and make more specific selections than possible with other tools. I implemented a method for teleporting around the virtual space and a menu for switching states (we used the State design pattern). I also learned how to programmatically draw and interact with geometric meshes. We summarized our findings in a paper, which was accepted and presented at the IEEE VR 2018 Conference.

Paper Link: <https://bret-jackson.com/papers/vr18-yeabig.pdf>

CodeU (Google Program) – *Developer*

Technologies: Java, JavaFX, Git

March 2017 – May 2017

I worked with two other students to improve a desktop messaging application. The original codebase was given to us by Google, and we improved it by creating a cleaner GUI and gamifying sending messages. I implemented the login page and other aspects of the GUI while my teammates focused on the backend. Thanks to the guidance of our Google engineer mentor, I learned how to work with code reviews and use branching in Git. I also practiced writing to Google's expected code and documentation standards.

The Mac Weekly — *Lead iOS Developer*

Technologies used: Swift, Git

June 2018 - Current

I lead a team of students to continually update and improve the iOS app for my school's newspaper, The Mac Weekly. I spent this past summer learning Swift and working on projects like implementing the backend of our login system. This semester onward, in addition to further developing the app I will work with the lead developer of our Android app to set deadlines, recruit new students and publicize our app.

App Store Link: <https://apple.co/2NG1CzY>

EXPERIENCE

Macalester College — *Preceptor*

Technologies used: Python, Java

January 2018 - May 2018, September 2018 - December 2018

I served as a preceptor (teaching assistant) for the spring 2018 intro level computer science course at Macalester College, and I am precepting an object-oriented programming course this fall. My responsibilities include holding office hours once a week, providing help during weekly lab sessions and assisting the instructor with grading.

College Nannies and Tutors, Edina MN — *Math Tutor*, **September 2016 - May 2017**

TECHNICAL SKILLS

Languages: Java(3 yrs), Python(3 yrs), C#, SQL, C++(learning now in Graphics course)

Tools: Git, Unity, Xamarin Forms

COURSEWORK

Algorithms, Data Structures, Interactive Computer Graphics, Internet Computing, Databases