

GABRIEL REYES

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Summary

Programmer with team oriented experience and history in teaching. Strong organization, problem solving, and debugging skills. Adaptable, efficient, precise, and reliable. Works well in both team based projects and independent practice. Loves to create games, websites, and applications.

Computer Skills

Programming Languages

- C, C++, C#, Java, JavaScript, Python, HTML, CSS, SQL

Software

- Unreal, Unity, Eclipse, Git, Blender, Photoshop, Processing, GameMaker, Brackets, PyCharm, Aptana Studio

Experience

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| Lift | Senior Project, <i>University of California - Santa Cruz</i> <ul style="list-style-type: none">• 3D physics platformer made as a senior project. Personal responsibilities include camera logic, sound sourcing, sound effect logic, and Virtual Reality research and testing. |
| Sep, 2017- | Sales Associate, <i>Best Buy</i> <ul style="list-style-type: none">• Knowledge of consumer electronics. Interpersonal and selling skills. Team support. Register practice. Active customer involvement. Consistent performance reports for improvement. |
| June - July, 2015, 2016, and 2017 | Lead Instructor, <i>iD Tech</i> <ul style="list-style-type: none">• Instruction of basic programming concepts to the more advanced. Team cooperation to ensure all camp and instruction duties get completed. Observation and care of students placed under our supervision. Debugging of student projects. |
| March – June, 2017 | Mental Health Worker, <i>7th Avenue LLC</i> <ul style="list-style-type: none">• Monitor and take care of mental health patients. Responsibilities include monitoring behaviors, taking inventory of patients, handing out meals, and encourage general well-being. |

Education

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| June, 2017 | B.S. Computer Science: Computer Game Design, <i>University of California – Santa Cruz</i> |
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