

Gabriel Rangel

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La Jolla, California

Education

University Of California, San Diego, CA — B.S. Computer Science 2017

Languages

Proficient Languages and Programs:

Java, C, C++, HTML, CSS, JavaScript, Unity, Android Studio, XML, Unix, Git

Personal Projects

- Built a personal website using HTML/CSS/JavaScript
- Built a pebble (smartwatch) location based bus arrival time application. I used javaScript and pebble.js library and OneBusAway API for the live bus arrival data.
- Developed an interactive etch-e-sketch webpage using HTML/CSS/JavaScript and jQuery Library.
- Replicated Google homepage HTML/CSS
- Replicated Pong using Unity 5.
- Developed Android Application for the tabletop card game Magic the Gathering. Works as a life counter and simulates a rolling die to make gameplay more convenient.

School Projects

- Worked in a simulated client/developer scenario. As part of the developer team, I helped construct the UI for an eBay/Craigslist app we were requested to make for the client using Android Studio.
- Worked in a team to develop a website/social media accounts to help fix our client's, Osher Lifelong Learning Institute, lack of diversity in their client base.
- Currently in a group that is developing a bicycle that powers a video game emulator using a raspberry pi and an arduino. This machine is being designed for children at the Learning Center in the Town and Country community housing complex in San Diego.

Other Interests and Skills

- Wrote complete soundtrack for RecyCool, a children's educational computer game focused on the benefits of recycling. Worked closely with developers.
- Proficient in Ableton Live
- Active on Soundcloud
 - Orchestral compositions, Samples of video game soundtracks, bumps
- Composer Jam 2016 submission
 - Composed orchestral piece that was ranked.