

Gabriel Martinez

Computer Science Major · Physics Minor

Software Engineer

Education

- Apr. 2018 – present **M.S. Applied Mathematics**, *California State Polytechnic University, Pomona*.
Relevant Coursework: Mathematical Modeling I and Mathematical Modeling II
- Jun. 2011 – Jun. 2016 **B.S. Computer Science (ABET Accredited)**, *California State Polytechnic University, Pomona*.
Relevant Coursework: Data Structures & Algorithms, Design and Analysis of Algorithms, Programming Graphical User Interfaces (GUI), Numerical Methods, Graph Theory, Computer Networks, Artificial Intelligence, Database Systems, Computer Organization and Assembly Programming.
- Jun. 2011 – Jun. 2016 **Physics Minor**, *California State Polytechnic University, Pomona*.
Relevant Coursework: General Physics, Intro to Electromagnetic Radiation and Special Relativity, Intro to Quantum Physics, Biophysics, Computational Physics (python programming using NumPy and SciPy modules), Differential Equations, Multivariable Calculus.

Experience

- Apr. 2019 – present **IT Web Applications Student Assistant**, *Cal Poly Pomona, Pomona, CA*.
- Responsible for quality assurance testing, developing Vue.js and AngularJS web components, and creating web content for Cal Poly Pomona's web site using Cascade CMS.
 - Javascript developer. Full stack web application developer.
 - Team player part of the Cal Poly Pomona's IT Campus Web Applications department. Git collaboration, coding, and contribution on production applications.
 - Helped design and develop the Cal Poly University's campus shuttle web application.
 - Frontend technology stack includes Vue.js and AngularJS.
 - Backend technology stack includes ServiceNow cloud computing services, JavaScript ECMAScript 5 for server side scripting, and Syncromatics RTPI API for retrieving real-time passenger information (RTPI) such as vehicle locations and arrival times.
 - Bitbucket used for Git version control and Visual Studio Code IDE.
 - Successfully delivers assignments on time.
- Sept. 2015 – Jan. 2016 **IT and Software Developer Intern**, *Xerox Copy Solutions, Inc., Monterey Park, CA*.
- Collaborated, installed, troubleshooted, and maintained network up-time for the sales department.
 - Contributed in iOS mobile development.
 - Skills learned : team collaboration, organization, time management, agile development, best software engineering practices and Swift/Objective-C programming languages.

Software Development, Personal Projects, and Skill Set

Android TicTacToe Mobile Development.

<https://gmar1274.github.io#android-tictactoe-mobile-development-view>

- Project Goal was to become familiar with native Android animation libraries and to demonstrate proficiency in Android native mobile development.

Android & iOS Mobile Development.

<https://gmar1274.github.io#android--ios-mobile-development-view>

- Project Goal was to recreate an app similar to Supercut's real-time reservation system.

C# Windows Presentation Foundation (WPF) Development.

<https://gmar1274.github.io#c-windows-presentation-foundation-wpf-development-view>

- Project goal was to create a WPF administrative inventory management dashboard application for the independent trucking industry.

Python Modeling - Senior Class Project.

<https://gmar1274.github.io#python-modeling---senior-class-project-view>

- Went above and beyond class requirements. Goal was to recreate research publication that models botanical life using the Lindenmayer System.

Raspberry Pi - OpenVPN Server.

<https://gmar1274.github.io#raspberry-pi---openvpn-server>

- Project goal was to host my own secure virtual private network (VPN) server