

Gabriel Ting

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EDUCATION

UNSW Sydney

Feb 2020 - Est. Dec 2023

B.S. Computer Science. High Distinction WAM

Relevant Courses: 99 in Data Structures and Algorithms, 99 in Algorithms and Programming Techniques, 96 in Software Eng Fundamentals, 93 in Database Systems, 91 in Web Front-End Programming, 91 in Computer Networks

SKILLS

Javascript/Typescript, ReactJS (incl. NextJS), Python, Flask, Java, C, C++, SQL, Linux, Docker

WORK EXPERIENCE

CANVA

Nov 2022 - Feb 2023

Software Engineer

- Worked in the Video Group under the Design Experience to bring Canva Video to life in the workplace.
- Research different AI open source models and designed an app to bring text to speech to life within Canva.
- Utilised React, Typescript and Mobx to build an interface for text to speech and integrated it in the Canva editor.

NINE ENTERTAINMENT

Mar 2022 - Nov 2022

Associate Software Engineer

- Worked in the Editorial Tools team to maintain and deliver features for a suite of different applications (Ink Ed Tools) and publishing platforms used by staff in the editorial newsrooms (AFR and Metro).
- Worked with product managers to build an image editing modal to streamline the user experience of cropping and indexing images for article content units used by editorial staff.
- Operated in an agile environment to continually improve existing features for the INK web application (React, Typescript, Flow, Jest).

PARTICULAR AUDIENCE

Aug 2021 - Mar 2022

Junior Software Engineer

- Operated in a fast-paced start up environment to develop client focused widgets and optimise features for maximum speed and scalability.
- Work closely with product managers and various e-commerce clients to develop user-facing features such as widgets and search pages to deliver the use of recommendation technologies to consumers.
- Set design requirements based on information from internal teams and identify UI improvements to better satisfy the market needs and consumer preferences.

LEADERSHIP EXPERIENCE

UNSW COMPUTER SCIENCE AND ENGINEERING SOCIETY

Jan 2022 - Present

Team Lead and Projects Director

- Led projects and two teams of around six to eight student developers each to implement features for the society's degree planner and jobs board application used amongst 1000+ students.
- Worked with student developers to re-architect the projects to use modern tools such as Typescript and Jest and integrate them into the codebase to improve existing code and maintainability.
- Predominantly worked on frontend technologies and libraries such as React, Typescript, NextJS, and Jest.

UNSW SECURITY SOCIETY

Dec 2020 - Dec 2021

Projects Director

- Maintained the platform infrastructure for capture the flag competitions using Docker containers and Google Cloud Platform that hosted around 150 users per CTF event.
- Led a team of five developers to develop a new website with a focus on modern UI/UX design principles.