

MARK GOBRIEL

markgobriel@gmail.com | linkedin.com/in/markgobriel | github.com/markgobriel | markgobriel.github.io

EDUCATION

University of Toronto

Honours Bachelor of Science in Computer Science | Minor in Business

Expected Graduation: **April 2027**

3.7 GPA

Relevant Coursework: Software Design, Software Tools & Systems Programming, Data Structures & Algorithms, Discrete Mathematics, Linear Algebra, Statistics & Probability, Multivariable Calculus

Organizations: Google Developer Student Club, Computer Science Student Club, Intramural Soccer

RELEVANT SKILLS

Languages: Java, Python, Kotlin, HTML & CSS, JavaScript, C, Liquid

Software/Frameworks: React, Vite, Tailwind CSS, Node.js, FastAPI, Spring, Pygame, Numpy, CameraX

Tools: Git/GitHub, Shopify, Javadoc, JUnit, Figma, Axios, PostgreSQL, SQLite

PROJECTS

Dormigo | React, Vite, Tailwind CSS, FastAPI, PostgreSQL

February 2025 – February 2025

- Developed a full-stack web application using React, Vite, and Tailwind CSS for a responsive, component-based front end, with FastAPI and PostgreSQL powering the backend for real-time data management
- Engineered robust client-side filtering and roommate matching logic to efficiently connect students with compatible rental listings aggregated from Zillow and Toronto Rentals.
- Collaborated in a hackathon environment, rapidly prototyping and integrating modern web technologies while adhering to agile methodologies under strict time constraints.

Microsoft Paint App Clone | Java, Maven, JUnit, Javadoc, Ollama API

October 2024 – December 2024

- Used Java to build a fully functional Paint application that integrates the Ollama API to enable natural language prompts for generating AI-drawn art directly within the application, enhancing user creativity and engagement.
- Utilized prompt engineering techniques and post-processing algorithms to refine AI-generated drawings, ensuring high-quality and parsable file outputs that seamlessly align with user expectations.

Kutenda | Kotlin, CameraX, SQLite

October 2024 – Present

- Developed a real-time license plate recognition feature using Kotlin and CameraX that matches plates against a pre-registered SQLite database to prevent fraud and unauthorized access.
- Enhanced user engagement by incentivizing bus drivers through rewards, resulting in increased profitability and customer visits to the Centre.

Treemap Visualizer Application | Python, Pygame

July 2024 – August 2024

- Used Python and Pygame to build a real-time treemap visualization tool, implementing recursive partitioning to calculate and render hierarchical data proportions dynamically with real-time updates.
- Designed expandable, collapsible, and editable nodes for user interaction, employing modular design patterns for scalability and maintainability

Experience Egypt Tourism Website | HTML, CSS, JavaScript

December 2021 – Present

- Employed HTML, CSS, and JavaScript to create a dynamic and immersive tourism platform for Egypt.
- Built a fully responsive website that showcases key cultural and historical landmarks, enhancing visitor interaction and engagement.

EXPERIENCE

MOTHERLAND Clothing

CEO & Founder

February 2024 – Present

Mississauga, ON

- Customized the Shopify Dawn theme extensively using JavaScript, Liquid, and CSS, optimizing the website for a 30% faster load time and resolving over 15 critical bugs to enhance user experience and functionality.
- Created custom email automations using Shopify APIs and Liquid to target abandoned carts and checkouts, boosting customer retention and recovering lost sales.