Gilbert Rosal

1(619)948-0881

rosalg@stanford.edu

https://github.com/rosalg/projects

EDUCATION

Stanford University

Class of 2022

B.S. Computer Science

COURSEWORK

Artificial Intelligence: Principles and Techniques

Mathematical Foundations of Computing

Computer Systems from the Ground Up

Linear Algebra, Multivariable Calculus, and Modern Applications

SKILLS

Programming: C++, C#, C, Java, Python, Assembly, Unity 2D/3D, Inform (Coding Lang.)

Languages: English (Fluent)

Spanish (Intermediate)

Tagalog (Elementary)

AWARDS

NSDA Academic All-American

CS106A Graphics Contest Finalist

INTERESTS

Software Design

Basketball (especially Derrick Rose)

Guitar & Piano

Public Forum Debate/Duo Interp.

Gaming

TECHNICAL EXPERIENCE

Coin: A Tale of Two Sides, **Independent Project** *Summer 2019 – Present*

Manufacturing a single-player puzzle application that, after a week of release has 1.3k impressions on the App Store. Contains 10 levels with self-made artwork and music, with a projected total of 50 levels for future updates. Creating using Unity2D, C#, pixilart.com, and a music software called Bosca Ceoil. Learning how to code in C# and use Unity2D/3D, develop music, make pixel art, read and digest difficult documentation, better utilize available learning resources to self-teach, leverage a passion for games in work and make a working timeline for a developing game.

CS107E Final Project, **Stanford** *Mar 2020*

Produced a 2-player fighting game that used 2 GameCube Remotes on a Bare-bones Raspberry Pi with a partner in 3 weeks using no additional libraries. Conducted project management through GitHub. Made using C and Assembly through a Linux Command Line on Ubuntu. Refined skills in wiring and writing code for GameCube Remotes, consistently unit testing, building games and engines from the ground up, working in groups on GitHub, and working on games in teams.

CS 106A Graphics Contest, **Stanford** *Nov. 2018 – Dec. 2018*

Developed a 2-player fighting game independently in the span of 1 week using standard Java and Stanford libraries. Composed using Java. Learned how to develop classes in object-oriented programs more effectively, code in Java, and begin developing games.

LEADERSHIP

President of Member Development, **Sigma Phi Epsilon** *Winter 2019-Present*

Serving as organizer for internal development of 70 member Stanford Sigma Phi Epsilon chapter alongside 9 other executive members. Organizes physical, mental, professional, and leadership development for chapter members through exercise, meditation sessions, resume workshops, and public speaking workshops. Fosters skills like delegation, communicating community needs, working with a large group, and holding others accountable, while also forcing reflections on important concepts like core values, motivation, and balance.

High School Outreach Chair, **Pilinix American Student Union** *Spring 2019 – Present*

Works with 3 other members and 7 other committees to build community amongst Pilipinx American students at Stanford and in the Bay Area. Plans high school outreach workshops where members teach Pilipinx high school students the value of culture, heritage, and identity. Also plans annual Pilipinx Youth Leadership Conference where Bay Area high schoolers are invited to Stanford for a day-long event to learn about modern Pilipinx issues in America and in the Philippines. Delegated across 50+ volunteers and 12+ workshop groups while coordinating workshop equipment and finances, logistics, and publicity weeks in advance. Enhanced mentorship skills through committee interns that learn how to eventually chair high school outreach.