

# Gabriel Nugent

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## EDUCATION

### Texas State University

*Bachelor of Science in Computer Science*

San Marcos, TX

*August 2021 - May 2024*

## EXPERIENCE

### Software Engineer Intern

*Staples Inc.*

May 2024 – August 2024

*Austin, Texas*

- Developed a multi-page React and Typescript web application used in Staples stores nation-wide
- Created unit tests using Vitest to ensure code quality
- Worked within an agile development team for the entire life-cycle of the project
- Created and presented demos to company leaders at the end of every Sprint
- Worked with designers and QA testers to ensure a smooth user experience
- Productive within one week of the position's start date, developing code used in production

### Global SAAS Technical Support Intern

*Everbridge Inc.*

June 2022 – August 2022

*Pasadena, California*

- Oversaw customer concerns and complaints through email and video calls
- Researched and provided solutions for technical issues that clients had
- Solved over 130 cases ranging from sftp issues to account shutdowns

## PROJECTS

### RecordBin. | *JavaScript, React.js, Express.js, MySQL, Docker, AWS*

- Developed a full stack web application with a React frontend, Express API backend, and a MySQL database
- Application draws data from multiple music metadata APIs and allows users to create lists and rate releases
- Implemented user authentication using Json Web Tokens for secure sessions
- Used Docker to containerize application for efficient deployment on an AWS EC2 Ubuntu instance
- Utilized Github Actions for Continuous Integration / Deployment (CI/CD)

### 3D Vulkan Graphics Renderer | *C/C++, Vulkan, CMake, Dear ImGui, Git, GLSL*

- Developed a 3D graphics renderer using Khronos Group's Vulkan API
- Implemented a model loading system and camera movement scheme for viewing scenes
- Used CMake to structure the project and Git for version control

### Dynamic File Based Router | *Go*

- Developed a file routing system to serve documents over tcp connections
- Implemented a http server framework from scratch using Go Web Sockets

## TECHNICAL SKILLS

**Languages:** Go/Golang, TypeScript, JavaScript, HTML, CSS, C/C++, Bash, C Sharp, SQL

**Frameworks:** React.js, Next.js, Express.js, Django,

**Developer Tools:** Git, CMake, VS Code, Visual Studio, Vim, Jira, Figma

**Platforms:** AWS, Azure/.NET

## RELEVANT COURSEWORK

Parallel Programming, Algorithm Analysis, Software Engineering, Intro to Computer Vision, Computer Security, Data Structures and Algorithms, Internet Software Development, Human Factors in Computing