

# Gabriel Gebril

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## Education

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**Brock University,** Current  
Masters of Art in Game Studies

- Researching the impact games have on society and the use of games in healthcare, education and persuasion
- Teaching assistant training the next generation of games developers to make games that are more than simple entertainment

**McMaster University,** June 2021  
Bachelor of Applied Science in Computer Science (Honours Co-op)

- Dean's list in Final Term
- 11.5/12 GPA in final 10 credits

## Professional Experience

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**Freelance,** June 2021 - Current  
Expert Consultant

- Specialized in **data-driven design** for large expert networks such as GLG Insights and Alphasights
- Offered startups technical solutions and training in the efficient development of **simulated environments for autonomous vehicle training** using **Godot**
- **Researched** and provided cost-effective solutions for hiring decisions that lessened employee turnover and streamlined business processes
- Provided quotes for projects, delineated packages and option plans for clients, partnering with lead sales representatives to improve process and monetization strategy

**Tesla,** May 2019 - July 2020  
Software and Data Engineer

- Created robust flexible **reporting** software using **Java, HTML, CSS, Javascript, Nginx** and deployed on internal virtual machines. This tool is now used by multiple teams across Tesla.
- Created and maintained fleet wide **data pipelines** using **Airflow, Python and Spark** that are used company wide for analytics and asset monitoring
- Created **automated reporting** tools in Python that give actionable insightful data
- Created internal tooling and APIs for internal operating systems in Python, Node.js and GoLang
- Played a key roll in migrating and updating data infrastructure in multi million dollar migration project
- Trained and mentored interns and new grads who have since become amazing developers in their own right

**Actua Venture Engineering and Science,** October 2017 - August 2018  
Head Developer and Curriculum Coordinator

- Designed and created **game based learning** curriculum for grade 5-8 with an impact on over **1000 youth**
- Hired, trained and managed team of **4 computer science and software engineering students** to build and deliver curriculum
- Worked with team members to design and develop **30+ projects** that taught kids **Lua, pygame, Javascript, HTML and CSS**
- Created **inventory management system** using **Node.js, Express, MySQL** and deployed using **AWS** used by **over 100** employees across all of McMaster Youth Programs managing **over a million dollars** worth of inventory

## Extracurricular

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**Computer Science Society President**

- Organized and held events to connect faculty to students
- Planned community events and game nights to connect students to each other and increase community engagement
- **Secured grant funding** from external organizations used in merit based scholarships
- Led a team of 10 computer science students at CSGAMES 2018 winning 3rd place in the machine learning competition