Gabriel Camacho

631-830-7021 | gtcamacho@wpi.edu | https://github.com/gabestuf | https://gabecamacho.com

EDUCATION

Worcester Polytechnic Institute   Worcester, MA
Bachelor of Science in Computer Science, GPA 3.52   *Expected May 2023*

PROJECTS

Major Qualifying Project | *Typescript, Godot, Node.js, Git*   September 2022 – Present
- Developed a classroom simulation website with a small group of students in a practicum project.
- Implemented an express server to generate a script of randomized scenarios. Used a game engine, Godot, as a rendering tool to display the simulation.
- Presented our project to peers for feedback and wrote a report describing our process and results.

Musical Storybook | *React, Express, Bootstrap, PostgreSQL, Git*   Feb 2023 – present
- Collaborated with a professor and other students to design and implement an intuitive and user-friendly interface that allowed users to progress through the story while unlocking and enjoying the musical elements.
- Developed proficiency in React and Bootstrap in creating a responsive and interactive front-end.

Weekend Web Projects | *HTML, CSS, Javascript, MongoDB, React, Express, Git*   Feb 2022 – present
- Personal Website: A simple website to showcase personal information and contact details.
- InQ: Designed an application for creating and sharing public surveys, gained experience using Material UI.
- Bowling Scorekeeper: Developed a React app for scoring bowling games and tracking results, featuring session saving and data analysis. Currently in use by members of WPI's bowling club.
- Catan Board Generator: Created a web application for generating random boards for the board game "Catan" and analyzing player settlement placements based on resources gathered and denied.

When2Meet Clone | *Java, AWS, CSS, HTML*   October 2021 – December 2021
- Worked in a team of students in a Software development class.
- Gained experience working with AWS Lambda and EC2 and learned development & engineering practices.

Arduino Drum Machine | *Arduino Controller, C++*   Feb 2023 – present
- Designed a "drum machine" for a class project using various motors controlled by an Arduino.
- Developed and laser cut a wooden chassis in Solidworks.
- Used servo motors and a potentiometer to control an arm that beat different "drums" at a controllable speed.

WORK EXPERIENCE

Strengthening SINGA Lyon's Alumni Network   Summer 2022
Worcester Polytechnic Institute & SINGA Lyon   *Lyon, Fr*
- Worked in a team of students as part of WPI's Interactive Qualifying Project. This involved working with SINGA Lyon to research its entrepreneurship program and develop methods to further incorporate the program's alumni into the community.
- Conducted interviews, attended meetings, researched similar programs, and ran a focus group to gather data.
- Presented research findings and recommendations to SINGA Lyon's leadership team, resulting in new methods for stronger engagement from the program's alumni.

Information Technology Internship   Summer 2016
Southampton Town Hall   *Southampton, NY*
- Provided technical support to staff such as troubleshooting internet and computer issues.
- Acquired knowledge in data entry and ArcGIS mapping street data.
- Gained a strong understanding of IT infrastructure and technical problem-solving skills.

Music Technology Summer Camp   Summer 2022
Worcester Polytechnic Institute   *Worcester, MA*
- Taught students ages 8-12 the fundamentals of music production and audio science.
- Assisted Professor in preparing the necessary software and instruments required for each lesson.

Bellhop & Runner   Summer 2020 – Summer 2021
Southampton Meadow Club   *Southampton, NY*
- Gained knowledge of hotel and restaurant infrastructure.
- Learned how to approach and attend to clients (club members).