Blake Gabriel

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SUMMARY

Motivated and results-driven computer science student and software engineer with hands-on experience in software development and a demonstrated ability to design, develop, and implement software using a variety of programming languages, frameworks, and technologies. A team player with excellent problem-solving abilities, a drive to learn, and a passion for engineering impactful software.

SKILLS

Languages: Java, Kotlin, Python, C/C++, C#, HTML, CSS, Javascript, Dart, GraphQL, SQL, Swift
Developer Tools: AWS, Firebase (Auth, Cloud Functions, Firestore), Azure, Git/Github, Figma
Libraries/Frameworks: Flutter, ReactJS, React Native, NodeJS, ExpressJS, Selenium, PostgreSQL, Flask, OpenCV

WORK EXPERIENCE

ReelLawyers   **Sep 2024 - Current**
Software Engineer Intern
- Collaborated with software engineering teams at Thomson Reuters to deliver software for firms across the U.S.
- Gained hands-on experience with agile methodologies and scrum in a team setting
- Developed ReelLawyer's internal production management software aimed at streamlining and managing the video shoot setup, script writing, and end-to-end workflow reducing production time by 70%
- Built a RESTful API enabling cross-platform clients to interact with middleware and a centralized database
- Developed middleware and front-end web app using C#, .NET, and React
- Engineered and maintained cloud database using PostgreSQL to manage and deliver centralized data

Vivid Zero   **May 2024 - Aug 2024**
Account Manager Intern
- Increased client base by 14% through targeted outreach, contributing significantly to company growth
- Collaborated with the creative and project management teams to understand and translate client needs
- Supported the account management team in identifying opportunities for account growth and client acquisition

PROJECTS

www.blakegabriel.com

NFL Football Pool Algorithm
- Program intended to aid in making picks for an NFL football pool with a non-standard format that led to me taking 2nd place out of over 50 participants
- Developed an algorithm using Python to apply statistical analysis of historical matchup data, sports analyst predictions, and current team rankings to derive expected outcomes of matchups throughout the season and inform picks for each week
- Implemented web scraping and API integration to gather current data from websites and databases

MixFlix - iOS and Android Application
- Mobile application aimed at solving the age-old problem of two people not being able to pick something to watch
- Utilized Flutter for multiplatform development across iOS and Android and Firebase for backend services
- Created and implemented a content recommendation system to provide algorithmically driven results

EDUCATION

B.S. Computer Science   **Expected Graduation: May 2026**
University of Minnesota
- 3.78/4.0 GPA