Gabriel Ting

+61 430 479 996 · gabrielting.info@gmail.com

github.com/gtangelo · linkedin.com/in/gabriel-ting · gtangelo.com

EDUCATION

UNSW Sydney   **Feb 2020 - Est. Dec 2023**

B.S. Computer Science. High Distinction WAM

Relevant Courses: Data Structures and Algorithms (99), Algorithms and Programming Techniques (99), Software Eng Fundamentals (96), Database Systems (93), Web Front-End Programming (91), Computer Networks (91)

WORK EXPERIENCE

Software Engineer   **Nov 2022 - Feb 2023**

Canva

- Worked in the Video Group to fix bugs related to the audio player captions in Canva Video.
- Research different AI open source models to design an app that convert text into speech audio files.
- Utilised React, Typescript and Mobx to build an interface for text to speech and integrated it into the Canva editor.

Associate Software Engineer   **Mar 2022 - Nov 2022**

Nine Entertianment

- Worked in the Editorial Tools team to maintain and deliver features for a suite of different applications (Ink Ed Tools) and publishing platforms used by staff in the editorial newsrooms (AFR and Metro).
- Worked with product managers to build an image editing modal to streamline the user experience of cropping and indexing images for article content units used by editorial staff.
- Operated in an agile environment to continually improve existing features for the INK web application (React, Typescript, Flow, Jest).

Junior Software Engineer   **Aug 2021 - Mar 2022**

Particular Audience

- Operated in a fast-paced start up environment to develop client focused widgets and optimise features for maximum speed and scalability.
- Work closely with product managers and various e-commerce clients to develop user-facing features such as widgets and search pages to deliver the use of recommendation technologies to consumers.
- Set design requirements based on information from internal teams and identify UI improvements to better satisfy the market needs and consumer preferences.

LEADERSHIP EXPERIENCE

Team Lead and Projects Director   **Jan 2022 - Present**

UNSW Computer Science and Engineering Society

- Led projects and two teams of around six to eight student developers each to implement features for the society's degree planner and jobs board application that is used amongst 1000+ students per month.
- Worked with student developers to re-architect the projects to use modern tools such as Typescript and Jest and integrate them into the codebase to improve existing code and maintainability.
- Predominantly worked on frontend technologies and libraries such as React, Typescript, NextJS, and Jest.

Projects Director   **Dec 2020 - Dec 2021**

UNSW Security Society

- Maintained the platform infrastructure for capture the flag competitions using Docker containers and Google Cloud Platform that hosted ~150 users per CTF event.
- Led a team of five developers to develop a new website with a focus on modern UI/UX design principles.

TECHNICAL SKILLS

Languages: Javascript, Typescript, Python, Java, C, C++, SQL, HTML/CSS
Libraries/rameworks: ReactJS, NextJS, Flask, JUnit
Developer Tools: Git, Docker, Linux, Google Cloud Platform, Amazon Web Services