

GABRIEL ABRAMS

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EDUCATION MASTER OF ENGINEERING, COMPUTER SCIENCE – 2016

Cornell University (Ithaca, NY)

- Cumulative GPA: 3.99
- Honors: Recipient of 2016 Cornell Outstanding Project Award

B.A. IN PHYSICS, MINORS IN COMPUTER SCIENCE AND EDUCATION – 2011-2015

Cornell University (Ithaca, NY)

- Cumulative GPA: 3.72
 - Honors: Dean's List, six semesters; Outstanding Teaching Assistant Award; NSCS Member
 - Cornell in Madrid Study Abroad Program, Spanish Language Studies
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EXPERIENCE INSTRUCTIONAL TECHNOLOGY FELLOW, HARVARD UNIVERSITY; CAMBRIDGE, MA – 2016-PRESENT

- Developed Instructional Technology

Developed a suite of 26 instructional technology tools and created the Harvard School of Engineering and Applied Sciences EdTech App Store. Designed and built each tool's user interface, back-end, database, and server setup (machines, load balancing, autoscaling). Now used in 17 Harvard CS courses, demand for these tools has grown over 40% each term, with more than 6700 uses during the Fall 2017 semester.

- Worked with Courses and Diversity Committees

Collaborated with diversity and inclusion committees and worked one-on-one with six Harvard CS courses per semester to identify ways instructional technology could contribute to pedagogy and our goals to foster diversity and inclusion. Developed tools to address these goals, such as a swipe-in seat assignment tool that helped students meet new peers, and a set of grader analysis tools that improved grading quality and consistency by tracking grader harshness and comment coverage.

- Led Team and Managed Projects

Led a team of instructional technology developers, organizing and assigning tasks, facilitating code review, and implementing rigorous testing practices.

EDTECH DEVELOPER & PROGRAM INSTRUCTOR, CORNELL UNIVERSITY; ITHACA, NY – 2016-PRESENT

- Developed Educational Software

In a team of three, created a student-friendly drag-and-drop programming platform for Baxter, an industrial humanoid robot. Developed computer vision-based object recognition and depth perception, inverse kinematics software for robot arm control, and a robot simulator.

- Designed and Taught Two Summer Programs

Created curriculum for a middle school summer program that taught programming and robotics through hands-on projects that employed the drag-and-drop programming platform. Co-taught two iterations of the summer program with Prof. Ross Knepper at Cornell University through the NY 4-H organization.

INSTRUCTOR, UNIVERSITY OF HAWAI'I; LIHUE, HI – 2015

- Created Game Development Platform

Created an easy-to-use computer game development platform designed to help students learn core physics concepts by allowing them to tinker with acceleration, gravity, and friction. Also built 7 half-made games enabling students to learn programming basics while completing the last steps to finish the games.

- Designed Curriculum and Taught Course

Led two teaching assistants and taught Exploring Physics through Game Design (ENR4500) where the curriculum was employed in short demonstrations, hands-on coding projects, and physics labs.

SKILLS

TECHNICAL SKILLS

- Programming Languages – Python, Java, Javascript, C++, web languages (HTML, CSS, etc.)
- Web-app Development Frameworks – React, Node.js, Express, Bootstrap, Socket.io, jQuery, MongoDB
- Server & Cloud Services – Heroku, Amazon Web Services (EC2, Load Balancing, Autoscaling, DynamoDB)

LEADERSHIP SKILLS

- Leadership Program Coordinator – Coordinated 16 leadership camps for Hawai'i Leadership Academy
- Project Management – Led instructional technology teams at Harvard and Cornell University
- Programs & Conferences Attended – LeadAmerica, Hawai'i Leadership Acad., Leadership Kaua'i, TeenPact

MEDIA PRODUCTION SKILLS

- Video & Photo Editing – Final Cut Pro, Premiere, Photoshop, Lightroom, Vegas, and Capture One
- Audio Editing – Logic Pro X, Pro Tools, Audacity
- Presentation and Office – PowerPoint, Keynote, Excel, Google Docs, LaTeX, Markdown