

# Gabe Zeller

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## EDUCATION

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**University of Illinois Chicago**  
*Master of Science in Computer Science*

Chicago, IL  
*Expected December 2027*

**University of Illinois at Urbana-Champaign**  
*Bachelor of Science in Geography & GIS, Minor in Computer Science*

Champaign, IL  
*May 2025*

**Relevant Coursework:** Data Structures, Algorithms and Models of Computation, Systems Programming, Database Systems, Computer Architecture, C++ Programming, MIPS Assembly Programming

## TECHNICAL SKILLS

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**Programming:** C, C++, Java, JavaScript, Python, MIPS, Verilog, SQL  
**Frameworks and Tools:** React, React Native, NextJS, Git, Unreal Engine, Docker

## EXPERIENCE

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**Barista** April 2026 – Present  
*Blue Bottle Coffee* Chicago, IL

- Prepared coffee/espresso beverages with timing and weight precision.
- Interacted with and took orders from customers while maintaining a clean and welcoming cafe.

**Bartender** March 2026 - Present  
*Blue Plate Catering* Chicago, IL

- Set up bar equipment and drink options for display during event setups.
- Prepared mixed drinks and cocktails in accordance with event menu and customer requests.

**Barback, Cocktail Server** May 2022 – December 2025  
*Black Band Distillery* Peoria, IL

- Created a custom craft cocktail for winter seasonal menu.
- Prepared classic and craft cocktails, engaged with customers, and maintained a clean and well-stocked bar.
- Created a unique experience through customer engagement and knowledge of spirits and local distilling history.
- Took on patio cocktail service duties for busy periods while maintaining bar duties.

**Software Developer** February 2024 – May 2025  
*Project Code UIUC* Champaign, IL

- Developed responsive front-end components for **React**-based E-Commerce website and **React-Native** mobile app.
- Built **RESTful API** endpoints using Python and FastAPI to interact with a **MongoDB** Atlas database.
- Integrated **Firebase/Cloud Firestore** to support uploads, dynamic querying, and in-app navigation.

**GIS Intern** May 2024 – August 2024  
*Peoria County Government* Peoria, IL

- Utilized ArcGIS Pro tools and Python Notebook to build and update feature layers for GIS web applications.
- Debugged and optimized a previously unusable Python script, **reducing average runtime by 74%**.
- Mapped hazardous chemical facility evacuation radii for Peoria County Emergency Management Agency to **identify all relevant at-risk locations**.

## PROJECTS

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- CourtRank App (Beta)** | *React Native, Firebase, GoogleAuth* July 2025 - Present
- Developed Google Authentication (OAuth 2.0) hook enabling secure sign-in adopted by **43% of users**.
  - Implemented robust error handling within all authentication flows to ensure database integrity.
  - Redesigned the app UI in **React Native** across **6** primary screens and **4** modals, delivering a modern, intuitive UX, and designed the app logo, strengthening brand identity.
- ThryftAI (Hackathon)** | *React, Tailwind CSS, OpenAI* February 2026
- Developed a responsive frontend for an AI-driven thrifting platform using React, TypeScript, and TailwindCSS.
  - Integrated REST API to retrieve marketplace data and invoke OpenAI-based recommendation services.
  - Collaborated to align frontend components with backend API architecture while meeting a 24 hour deadline.
- Illini Happenings App** | *JavaScript, React Native, Cloud Firestore, Git* February 2024 – June 2024
- Collaborated to develop a full-stack mobile app showcasing user-uploaded events on the UIUC campus.
  - Developed **100%** of the app home screen front-end by utilizing **JavaScript** and **React Native**.
  - Integrated the input screen with **Cloud Firestore**, allowing for writing to the database for user event uploads.
  - Connected the home screen to **Firebase** and implemented logic for querying the **Cloud Firestore** database, displaying queried events, and enabling seamless navigation to event descriptions via event listings.
- GabeZeller.com** | *ReactJS, NextJS, JavaScript, JSX* January 2025 – April 2025
- Developed 3 pages and **reusable components** using Next.js and React, ensuring **scalability** and **efficiency**.
  - Enhanced the mobile experience with responsive CSS styling and conditional formatting.
  - **Minimized technical debt** and eliminated manual updates by dynamically rendering project cards from a JSON file with JSX functions.
- Midnight Cram Horror Game** | *Unreal Engine, Blueprints* March 2024 – May 2024
- Collaborated on developing a horror video game set in the UIUC Grainger Library using **Unreal Engine**.
  - Programmed in-game mechanics for **7 key features** such as player inventory with **Unreal Engine Blueprints**.
  - Designed and implemented **3** in-game menus and many adaptive UI components such as inventory hot bar.

## EXTRACURRICULAR

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- Triangle STEM Brotherhood** May 2022 – May 2025  
*Social Director, Homecoming Chair, + 2 more* *Champaign, IL*
- Showcased vital decision-making and risk assessment skills as a **2-time elected executive board member**.
  - Managed the planning and execution of social events for **60+** chapter members and their guests by overseeing a **\$10,000** budget, **leading a team of 7** social coordinators, and utilizing risk-mitigation strategies for event planning and execution.
  - Organized and executed a live music charity event, establishing new event setup and operation procedures, and successfully **raising \$900** for a local charity.