Gavin Abrigo

(408)-888-8732| abrigogavin05@gmail.com | linkedin.com/in/gavin-abrigo | github.com/gav-ip

EDUCATION

University of California Merced — Merced, CA
Bachelor of Arts in Computer Science — *Aug. 2023 – expected May 2026*

TECHNICAL SKILLS

Languages — TypeScript, JavaScript, GoLang, Java, Python, C/C++, JavaScript, HTML/CSS, LaTeX, MIPS Assembly, PostgreSQL

Technologies — Git, SQL, Next.js, React.js

EXPERIENCE

Backend Software Intern — January 2025 - Present
Oculus (NFT Automation Software Company) — *Remote*
- Assisted in the design and implementation of cross-platform command-line tools while collaborating closely with developers to define CLI architecture and feature sets.
- Tested and documented new CLI commands and workflows, ensuring consistent behavior across Windows, macOS, and Linux environments

Teaching Assistant — June 2022 - June 2023
TechKnowHow — *San Jose, CA*
- Developing kids' understanding of coding and design with Scratch, Minecraft, and LEGOs.
- Maintaining an orderly classroom and leading classroom curriculum
- Collaborating with other teachers in creating a safe and fun classroom environment

PROJECTS

ChickGuardian (PLTW) Engineering Development and Design| *Arduino,*

Implementation of an Arduino-controlled motorized automatic door system.
- Created to facilitate the seamless opening and closing of a chicken coop door at predetermined times
- The primary goal was to empower users with the freedom to care for their chickens without the inconvenience of early morning wake-ups.

OpenGL Paint Application | *C++, OpenGL*
- A paint application using OpenGL frameworks and object oriented programming. See the source on Github.

Other Sections

Career Skills Certificate Electronics II: understand, construct, and test sequential logic circuits.

Certificate of Completion - FlexFactor - completed project-based learning program