

# Gage Schuster

Computer Scientist

[/StandardGage](#)  
[Portfolio](#)

[gageschu@udel.edu](mailto:gageschu@udel.edu)  
[in /gage-schuster](#)

## Education

### University of Delaware

Honors B.S. Computer Science w/ Computer Engineering Minor  
Grand Scholars Program  
Alpha Gamma Rho - Financial Chair

August 2021 – May 2025

## Work Experience

### Web Developer

Sea Grant & University of Delaware

June 2023 - Dec 2023

Remote

- > Led the conversion of a company's website from Drupal to WordPress, resulting in enhanced content management capabilities.
- > Implemented custom WordPress themes and plugins to replicate the original website's features and functionality.

### Teaching Assistant

University of Delaware

February 2023 – May 2023

Newark, DE

- > Assisted in the delivery of computer science coursework, reinforcing key concepts and theories.
- > Provided academic support to students, conducting office hours and review sessions.

### Undergraduate Researcher

University of Delaware

May 2022 – September 2022

Newark, DE

- > Conducted in-depth research and created detailed 3D models of microsystems.
- > Collaborated in the development of a machine learning model capable of classifying viral particles.

### Senior Information Technology Intern

Salesianum High School

May 2021 – September 2022

Wilmington, DE

- > Provided technical support and troubleshooting for hardware and software issues across the school.
- > Assisted in the maintenance and updates of school's computer systems, ensuring latest software patches and security measures.

## Projects

### Work: UnderTheScope

[UnderTheScope](#)

- > Increased user engagement with a design using modern aesthetics while still keeping the core ideas of the original site.
- > Implemented responsive design techniques, making the website fully functional across various devices and screen sizes.

### Work: TEMNet

[TEMNet](#)

- > Collaborated on the development of TEMNet, a Convolutional Neural Network (CNN) backbone, designed for viral particle detection.
- > Developed a Docker container to simplify the deployment and execution of TEMNet.

### Work: Capsid Visualizations

[Capsids](#)

- > Created detailed and scientifically accurate 3D visualizations of viral capsids to aid in the understanding of virus structure.
- > Collaborated closely with research scientists to ensure the accuracy of the visualizations.

### Work: Scientific Journal Candidates

[Microsystem](#)

- > Developed intricate 3D models of a microsystem, providing detailed visual representations of ongoing research.
- > Translated complex scientific concepts into comprehensive 3D visual models, effectively supporting the interpretation of research.

### Academical: Hawaiian Cleanup

[Hawaiian Cleanup](#)

- > Collaborated in the development of an educational game about cleaning Hawaii using Phaser3 and TypeScript.
- > Managed the GitHub repository, ensuring an organized codebase, facilitating collaboration, and maintaining version control.

### Personal: Chirp

[Chirp](#)

- > Collaborated on the development of Chirp, an educational game focused on teaching users about algorithms.
- > Placed 2nd place in the beginner category at a hackathon, demonstrating ability to work effectively under pressure.

### Personal: React-RevealHeader

[React-RevealHeader](#)

- > Developed a component library that provides an intuitive way to include a responsive header in React applications.
- > Implemented features that prioritize customizability and versatility for the react-revealheader package, including tailwind support.

## Skills

**Programming Languages** Python, Java, C/C++, Typescript/Javascript, CSS/HTML, GDScript

**Software** Blender, Docker, Photoshop, Github, Shell, Windows, Linux

**Web Development** React, Astro, Vite, Wordpress, CSS, HTML, SEO Practices, Responsive Design