

Gabriel Bussey

Computer Science Student - South Carolina | Paramedic - Georgia

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Education:

AU COM | EMT, AEMT, and EMT-P Certificates

ATC | Associates of Computer Science (Programming Concentration)

- Data Structures & Algorithms
- Object-Oriented Programming
- Web Development
- Database Systems
- Networking Fundamentals

GPA: 3.65

Graduation Date: May 5, 2026

Skills:

EMS: stress management, leadership, teamwork, time management, quick decision making

Languages: C++, JavaScript, PHP, Kotlin, C#, VB

Frameworks & Libraries: Bootstrap, React

Web: HTML5/CSS,

Databases: MySQL, MongoDB

Other: Git, Cisco CLI, Linux Basics, Win10/11

Experience:

Gold Cross EMS | Field Crew/Assistant Supervisor/QRV/FTO | 2020-2023

Central EMS | Field Crew/QRV/FTO | 2023-present

Responsibilities:

- Oversaw unit and station readiness, including supply management and equipment integrity
- Coordinated and maintained employee schedules to support operational coverage
- Served as the operational and clinical lead for the ambulance crew, directing care delivery and on-scene decision-making
- Mentored students and onboarding staff
- Delivered ACLS/BLS care within both 911 and IFT systems

Projects:

easyDCHART.com

- Developed a web-based narrative generator designed to help EMS professionals produce structured and efficient medical reports
- Built a PHP backend handling form processing, templating logic, and secure data submission

- Designed a MySQL database for storing user inputs, structured templates, and generated narrative entries
- Implemented a responsive HTML/CSS frontend for a clean, user-friendly interface tailored to fast data entry
- Focused on usability, data validation, and scalable structure for future features such as user accounts and custom templates

Microbe Mommy - Fermentation Tracker (Kotlin, Jetpack Compose, Room)

- Developed a native Android fermentation tracking app, self-teaching Kotlin and Jetpack Compose within one month
- Built a Room database with four entities and complex queries, utilizing Flow for reactive UI state management
- Designed modular Compose UI with reusable components, custom dropdowns, and type-specific card styling
- Implemented sealed classes for unified sorting across heterogeneous ferment types
- Created relational data linking kombucha batches to bottled entries with inherited properties
- Focused on scalable architecture with separated data, model, UI, and utility layers

React Memory Game (React, [Node.js](#), [Express.js](#), MongoDB)

- Built an interactive memory-matching game using React with modular, component-based UI design
- Implemented a [Node.js](#) server to handle game logic and user submissions
- Designed and integrated a MongoDB backend for persistent user data (usernames and high scores)
- Focused on state management and clean application structure

Zork-Like Text Adventure Game (C++, OOP Design)

- Developed a text-based adventure game inspired by “Zork,” emphasizing strong object-oriented architecture
- Implemented class hierarchies for rooms, items, and player inventory
- Designed game logic with encapsulation
- Focused on maintainable code structure and extensible gameplay mechanics

Awards:

AEMT of The Year - 2021.

Phoenix Award - presented by Doctor’s Hospital for exemplary cardiac arrest saves.

Interests:

Outside of work and school, I maintain a seasonal garden with my wife; the routine and patience involved keep me centered and focused. Other interests include: hiking, fermenting things, and anime/manga.