Geovani Gonzalez

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EDUCATION

University of Illinois at Chicago   May, 2023
BS, Computer Science   *Chicago, IL*

Course Project Experience

- **Assembly Language Interpreter in C++:** Demonstrates C++ experience as well as its relationship to other OOL like Ruby. Also underscores ability to connect high level languages with low level instructions.
- **Binary Search Tree Set Calculator in C++:** Demonstrates sophisticated experience with the C++ language and an understanding of less common techniques such as member list initialization.
- **Battleships Co-Op Game in JavaScript:** Semester-long dive into the Agile development cycle with a team. Invaluable experience in group project management through Scrum in weekly sprints and the use of professional tools like Jira and GitHub.
- **4-Way Chess Game in Java:** Semester-long experience in successfully delivering a project to fruition. Despite challenging circumstances, I took on 4x the amount of work expected, resulting in a fully functioning end product I was proud of and could take ownership of from beginning to end. Multiplayer implemented.
- **Bomb Defusal Game on Arduino:** Semester-long project in programming on an embedded system with physical hardware and various parts from LED Displays to potentiometers.
- **Server-Client Chat App in Java:** Full-stack project involving serialization. From making a Host-Client networking functionality with Java sockets to implementing a complimentary user-friendly UI.

Personal Project Experience

- **Open Dunes:** Proto-game sandbox made from scratch with OpenGL in C++, built using CMake. Each pixel is simulated as cellular automata similar to Conway's Game of Life. Each type of particle is to have unique behavior, such as sand pixels falling and piling up, or water spreading like a liquid.
- **Subdirectory Searcher:** Provides a convenient way to display images that are nested in an arbitrary level of directories as a flattened image gallery. This tool was made because the windows file explorer makes this navigation quite laborious. Made in Python, soon to be remade in C++.
- **Rank Up:** A demonstration of sophisticated project management skills through extensive planning. Task lists are tracked via Asana, mockup diagrams are made in Procreate, and competing products are thoroughly researched with flaws recorded via Notion to convert into core requirements and expansion feature tasks.
- **Freelance Digital Artist:** 3 years+ of experience delivering on deadlines, gathering requirements, and actively communicating with customers at each step of the process to accommodate changes. Both in the context of single pieces as well as recurrent character design commissions for DnD campaigns.

Languages & Frameworks

- **Experienced:** C/C++, Java, Python, JavaScript/HTML/CSS, Flutter, JavaFX
- **Proficient:** Ruby, Dart, CMake, Makefile, Bash, Zsh, OpenGL, PyQt, Valgrind, GDB, Arduino
- **Learning:** Haskell, F#, GoLang, GDScript, Kotlin, Swift, SQL

Skills & Tools

- **Dev:** Agile Development, Scrum, Kanban, XP
- **OS:** Windows, Android, Linux, WSL, WSA
- **Project Management:** Asana, Jira, TickTick.
- **Familiar IDEs:** VS Code, Eclipse, Android Studio, Vim/Micro/Nano, Visual Studio, PyCharm/IntelliJ, Repl.it, Atom.

RELVANT COURSEWORK

CS 474 Object-Oriented Languages and Environments, CS 440 & 442 Software Engineering I & II, CS 362 Computer Design & Embedded Systems, CS 361 Systems Programming, CS 342 Software Design