Giovanna Gonzalez Rojas

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EDUCATION

UC BERKELEY College of Letters and Science — Berkeley, CA
   Diploma – B.A, intended Data Science — 8/2021 – present

SAN LEANDRO HIGH SCHOOL — San Leandro, CA
   Diploma – College Prep Curriculum, **GPA: 3.7** — 8/17 – 6/2021
   AP- AP Spanish, AP English Language, AP Computer Science A, AP Computer Science Principles

UC BERKELEY SUMMER MATH AND SCIENCE HONORS ACADEMY — Berkeley and Oakland, CA
   Certificate – SMASH (College Prep Program) — 4/28/2018 – 6/2021

EXPERIENCE

Main Stacks Student Assistant — Berkeley, CA
Part-Time — 9/2022-present
- Sorting books; shelving books; straightening, shifting, and shelf reading of the Main Stacks collection.
- searching for books; preparing books for storage in the Main Stacks and other locations.
- Opportunity for advancement in responsibilities and duties (i.e., assisting in scheduling tasks for the large workforce and supervising staff without a Stacks Supervisor).

Art and Mind Club — Berkeley, CA
Executive Chair, Vice President — 9/2022-present
- Read and write from the club email for those who want to join the club or discuss future meeting events
- Create sign-in sheets and update the emailing list from MailChimp
- Create a newsletter with future events from the club and a summary of what happened after the general meetings.

SMASH Rising- ILMXLAB — Remote
Intern — 6/2022-7/2022
- Communicated with a team and a dedicated project manager, ensuring we were all on the same page.
- I refined my professional development skills like LinkedIn, building networks, etc.
- Researched companies' IPs for the company's product and helped create a solution for the ILMXLAB problem.

ACTIVITIES

Cal Marginalized Genders in Gaming   Game Design and Development at Berkeley   Art and Mind Club

TECHNICAL SKILLS AND LANGUAGE

Computer – Google Suite, Python, Godot, R, Jupyter Notebook, Figma
Language – Fluent English, Spanish

Adaptability, **Public Speaker**, **Communication**

Project

CyberBeats: https://pragma-twice.itch.io/cyberbeats **,** a multiplayer rhythm game that has power-ups throughout the song to help the player win the game. I did frontend development and created songs for the game (music).
Stray Stars: https://bluekkachi.itch.io/stray-stars **,** a 2d RPG game set in space, following 4 characters and learning their next steps for their future. Worked on the backend of the creation of the game(Programmer).

INTERESTS

Video Games - Likes to program video games for side projects.