



# EZEQUIEL GONZALEZ

## JUNIOR DEVELOPER

I am a 3rd Year Information Technology Student at the University of Santo Tomas. I am an entry-level developer with great skills in project management and I am interested in web development.

### CONTACT

✉ ezequiel.gonzalez.cics@ust.edu.ph

☎ 09762909844

### EDUCATION

**University of Santo Tomas**  
**BS Information Technology**

2021-Present

### AWARDS RECEIVED

- 🏆 2021 - 1st Year 1st Semester  
Dean's Lister
- 🏆 2022 - 2nd Year 1st Semester  
Dean's Lister
- 🏆 2022 - 2nd Year 2nd Semester  
Dean's Lister

### SKILLS

#### Hard Skills

- Project Management
- Basic Editing (Canva and Filmora)
- Computer Literacy
- Documentation
- Basic Programming
- ChatGPT Prompting

#### Soft Skills

- Organization
- Communication
- Conflict Resolution
- Creativity

### WORK EXPERIENCE

#### Executive Vice President at SITE

**2022-Present**

As the Executive Vice President of the Society of Information Technology Enthusiasts, I oversee and optimize the organization's operations and projects to ensure its effectiveness and efficiency.

#### Acting Vice President for Academics and Research at SITE

**2021-2022**

As the Vice President for Academics and Research, I am committed to promoting a culture of academic excellence and research innovation.

#### Project Management

**2021-Present**

Throughout my academic journey in UST, I have assumed the role of project leader for various challenging projects which has significantly improved my leadership skills and provided technical skills needed as a developer.

### MAIN PROJECTS

#### ElectroVote - 2021

A fully functioning voting system created using Java.

#### Recursive Calculator - 2021

A calculator which uses recursion to display different sequences given an input number by the user. It was created using Java.

#### Univenture - 2022

A blog website created for students to share and find useful information such as food spots, housing, and recreational activities.

#### GuildArts - 2023

An online art community where artists can showcase their work, access tutorials, sell art, and participate in virtual exhibitions.