

# Alexander Gonzales

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## Work Experience

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### Texas A&M Department of Recreational Sports

April 2022 – Present

*Multimedia Assistant*

*College Station, TX*

- Assists with the development of promotional material for various student recreational events across campus
- Help prepare multimedia content for social media platforms
- Conduct on-site shoots using various cameras
- Participate in weekly meetings to provide regular updates on project development/progress

## Education

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### Texas A&M University, Texas A&M Engineering

*Major: Computer Science, Minor: Philosophy*

*College Station, TX*

- GPA: 3.11/4.00
- Earned hours: 110.000
- Craig and Galen Brown Engineering Honors student, 2020-2021 academic year
- Studied Public Health in Bonn, Germany, Summer 2022

#### Relevant Coursework:

- Computer Graphics
- Computer Animation
- Robotics and Spatial Intelligence
- Software Engineering
- Design and Analysis of Algorithms
- Artificial Intelligence

## Projects

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### Heavy Machinery Safety System

- Collaborative project for the SICK \$10K Challenge
- Utilize a TiM-P 2d LiDAR sensor to enhance worker safety around heavy machinery
- Developed a Gantt chart to delegate project progress and to establish flexible deadlines

### Center for International Business Studies Exchange Nomination

<https://github.com/rankele14/ExchangeNomination>

- Worked with a team using the scrum development model to create an online interface that stores student data
- Developed frontend of the website, incorporating the Ruby on Rails framework into HTML
- Utilized user stories on Jira to create acceptance criteria in an organized fashion
- Regular sprints, retrospectives, and task elimination

### Matlab Unreal Engine Simulation with ROS 2 Interface

- Simulated driving scene using a Matlab simulation integrated with the Robot Operating System (ROS2)
- Develop nodes that produces a local path planner for agent vehicles
- Creating different traffic scenarios for testing

## Technical Skills & Interests

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- **Programming Languages:** C++, C#, Java, Python, Lua, Javascript/HTML/CSS, SQL
- **Frameworks/Libraries:** Ruby on Rails, Node.js
- **Tools:** Unity (both 2D and 3D), Unreal, Godot, Git, Ubuntu, Blender, AWS
- **Interests:** Participating in hackathons, game development, computer graphics