

ARMANDO GONZALEZ

Atlanta, GA • U.S. Citizen

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PERSONAL STATEMENT

Armando Gonzalez is a passionate, personable team player, with two years of experience in software development and an eagerness for developing products centered on an engaging and empowering user experience. In his free time, he enjoys free writing and making art of many forms – from poetry, to pixel art, to small video games.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing
Bachelor of Science in Computer Science

Atlanta, Georgia
May 2020

- Concentration in *Media and People*

SKILLS

Technical: Proficiency in Java, PHP, Golang, Python, Elasticsearch, AWS;
Familiarity with C, Ruby, Android Development, AngularJS, Sql, Shell Scripting

Application: Proficiency in Object Oriented Programming, Restful Web Services, Service Development;
Familiarity with Aspect Oriented Programming, Application Development, Dev Ops, Game Development

Leadership: Technical Project Management, Organization and Leadership of Groups, Planning and Running Events,
Organization and Leadership of Groups

Communication: Public Speaking (Presentational, Interpersonal, and Written), Group Mediation, and Problem Solving

EXPERIENCE

THE WALT DISNEY COMPANY: DISNEY STREAMING SERVICES
Software Engineering Intern, Multimedia Engineering Tools and Services Term

New York, New York
Summer 2019

- Individually contributed to regular, full-stack development work supporting global media distribution
- Individually owned and developed large portions of projects integral to the launch of *Disney+*
- Produced production level software on a team practicing Agile Software Development (Scrum)
- Delivered several formal demos to other members of the Services team
- Participated in a department-wide Hackathon, winning Most Creative Use of Amazon Web Services

PATIENTCO
Software Engineering Coop, FinTech Team

Atlanta, Georgia
Spring 2019

- Individually contributed to regular, full-time development work as a full-stack engineer
- Produced production level software on a team practicing Agile Software Development (Kanban)
- Formally recruited during career fairs and by delivering a Tech Talk on Georgia Tech's campus
- Participated in on-call rotations to get more exposure to full-time work
- Contributed to several operations and systems that were integral to the business and on strict deadlines

Software Engineering Coop, Coop Team

Summer 2018

- Performed as team lead on another net-new service with cross-departmental stakeholders
- Managed an internal project using Agile Software (Kanban) Methods and taught these methods to others
- Delivered several formal demos and presentation to other members of the Engineering Department, and Customer Support
- Discovered a major security and compliance vulnerability in one of our vendors' websites

Software Engineering Coop, Platform Team

Fall 2017

- Individually developed a net-new service and designed a search cluster using Elasticsearch and Golang
- Developed production level software on a team practicing Agile Software Development (Kanban)
- Participated in a career fair and other follow-up recruiting efforts on behalf of the company
- Delivered a formal demo and presentations to other members of the Engineering Department and C.S.O.

BAMTECH MEDIA

New York, New York
Summer 2017

Software Engineering Intern, Multimedia Engineering Team

- Worked as an independent, full-stack engineer in a fast-paced environment
- Developed production level software on a team practicing Agile Software Development (Scrum)
- Participated in a department-wide Hackathon that exposed me to other teams within Engineering

MAJOR LEAGUE BASEBALL: ADVANCED MEDIA

New York, New York

Software Engineering Intern, Multimedia Development Team

Summer 2016

- Shortly graduated from small projects to full-stack applications
- Actively participated on a team practicing Agile Software Development (Scrum)
- Projects required exposure to all major touch points of MLBAM's technical ecosystem
- Delivered several formal demos and presentations to other interns and members of the Engineering Department

PROJECTS

DISNEY STREAMING SERVICES

Standardized the deployment process of media assets to support a global media distribution workflow

Summer 2019

Designed an experimental search page during a Hackathon that won Most Creative Use of AWS

Summer 2019

PATIETNCO

Rebuilt a search engine to improve its speed, accuracy, and flexibility when searching patient data

Fall 2017

Wrote an internal tool/service that used OCR to read images and searched for associated information

Summer 2018

Contributed to a new-new project that reconciled funds and medical expenses across distributed systems

Spring 2019

BAMTECH MEDIA

Performed an extensive backfill of media data using Amazon Web Services

Summer 2017

MAJOR LEAGUE BASEBALL, ADVANCED MEDIA

Wrote a shell script to check the health of various app deployments in real time

Summer 2016

Implemented a powerful, free-form, and text-based search engine for a web-based application

Summer 2016

GEORGIA INSTITUTE OF TECHNOLOGY

Gameboy Advance Game Development

Spring 2018

- Created a game for the Gameboy Advance called *Bit-a-Fish*
- Wrote the entirety of the game code in C
- Created original art for the game's sprites

Android Application Development

Spring 2017

- Developed an application in class that allows users to submit and view water reports in the area
- Application backed by a live database and uses a live updated Google map

VIP Research Program

Fall 2016 – Spring 2018

- Developed a database-backed, live map with JS utilized by managers of Georgia Tech's bus system
- Collected data on bus system behavior using an Android application and Estimote beacons

LEADERSHIP

GEORGIA INSTITUTE OF TECHNOLOGY

Atlanta, Georgia

Georgia Tech Spirit Program, College Mascot

Fall 2017 – Spring 2019

- Represented Georgia Tech on local, state, and national level as an ambassador and symbol for Georgia Tech
- Maintained strict fitness and diet regimen, training daily while balancing school and extracurricular activities
- Committed an average of 10 hours per week towards attending on and off campus events with high energy and enthusiasm

New Student and Sophomore Programs, Wreck Camp Orientation Director

Fall 2017 – Fall 2018

- Led a staff of 40 through weekly trainings focused on group mediation and leadership
- Attended the Southern Regional Orientation Workshop to learn more about leadership and group management
- Helped plan a three-day, extended orientation camp to help transition incoming Georgia Tech students

New Student and Sophomore Programs, Wreck Camp Orientation Counselor

Spring 2016 – Fall 2017

- Co-led a small group of students as a part of an extended orientation program
- Joined a staff of 30+ students focused on community building and transitioning into life at Georgia Tech