

# Armando Ivan Gonzalez

SOFTWARE ENGINEER

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## Links

[Personal Website](#)

[LinkedIn](#)

[Georgia Tech Mascot Feature](#)

## Skills

### Languages

Scala	Java
VueJS	SQL

### Frameworks and Tools

AWS	Kafka
Akka	Git
Ionic	Kubernetes

### Practices

Backend Software Development

Functional Programming

Object Oriented Programming

Agile Software Development

### Communication

Technical Writing

Public Speaking

Project Management

## Involvements

Georgia Tech Mascot (Buzz)

Georgia Tech Orientation

Georgia Tech Teacher's Assistant

## Education

B.S. in Computer Science

Georgia Institute of Technology

Class of 2020

## Summary

Armando Gonzalez is a passionate, personable team player with multiple years of experience in software engineering and an eagerness for developing large-scale products. In his free time, he enjoys free writing and making art of many forms.

## Employment History

### Associate Software Engineer | The Walt Disney Company

May 2020 - May 2021 | New York, NY

- Served on the team that managed the Video On Demand (VOD) Orchestration and Media Processing Pipeline for Disney+, ESPN+, and eventually Star+ and Hulu
- Developed, maintained, and vended systems that processed and distributed high fidelity media content to 100+ million subscribers worldwide
- Acted as technical lead for the development and design of several features related to the automatic validation of incoming media assets
- Contributed to many projects that were on the critical path to the company's success in the streaming market
- Saved the department development hours and improved the robustness of its systems through contributions to our build and deployment pipelines
- Assisted in organizing and running virtual events aimed at recruitment and Diversity & Inclusion, such as interviews, college visits, and networking events

### Software Engineering Intern | The Walt Disney Company

June 2019 - August 2019 | New York, NY

- Partnered on a media distribution workflow that supported the future global streaming expansion efforts of the Walt Disney Company
- Independently contributed alongside full time developers preparing for the launch of Disney+
- Designed the cloud infrastructure for an experimental Disney+ search page Hackathon project that won Most Creative Use of AWS
- Delivered several formal demos to other members of the Services organization

### Software Engineering Coop | Patientco

Fall 2017 - May 2019 (rotating with undergraduate semesters) | Atlanta, GA

- Led a small team that developed a net-new service utilizing computer vision to automatically read patient information from mailed checks to support our human operators
- Discovered a major security and compliance vulnerability in one of our vendors' sites
- Formally recruited for the company by attending career fairs and delivering a Tech Talk on my final project on Georgia Tech's campus

### Software Engineering Intern | BAMTech Media, LLC

May 2020 - May 2021 | New York, NY

- Worked as an independent, full-stack contributor for the first time
- Developed production level software supporting a global multimedia processing pipeline

### Software Engineering Intern | MLB, Advanced Media

May 2020 - May 2021 | New York, NY

- Shortly graduated from small project tickets for full-stack service development
- Implemented a proof-of-concept project backing the search engine of a web portal which helped our internal operators search and catalog a partner's media assets
- Delivered formal demos and presentations to other interns and members of the department

## Personal Projects

- Conexus** (WIP) - a mobile application aimed at connecting individuals interested in joint real estate investments
- Vitreus** (WIP) - a personal magic mirror running as a web app intended for RaspberryPi