

# ARMANDO GONZALEZ

Atlanta, GA • U.S. Citizen

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## PERSONAL STATEMENT

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*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

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

**Atlanta, Georgia**  
*May 2020*

- Concentration in *Media and People*

## SKILLS

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

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

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

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

## EXPERIENCE

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**THE WALT DISNEY COMPANY: DISNEY STREAMING SERVICES**

**New York, New York**

**Incoming Associate Software Engineer, Multimedia Engineering Tools and Services Term**

*Starting Summer 2019*

**Software Engineering Intern, Multimedia Engineering Tools and Services Term**

*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

**PATIENTCO**

**Atlanta, Georgia**

**Software Engineering Coop, FinTech Team**

*Spring 2019*

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

**Software Engineering Coop, Coop Team**

*Summer 2018*

- Led a small team developing another net-new service with cross-departmental stakeholders
- Managed an internal project using Agile Software (Kanban) Methods and taught these methods to others
- Discovered a major security and compliance vulnerability in one of our vendors' websites
- Delivered several formal demos and presentations to members of the Engineering and Ops departments

**Software Engineering Coop, Platform Team**

*Fall 2017*

- Individually developed a net-new service and designed a search cluster using Elasticsearch and Golang
- Produced 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**

**Software Engineering Intern, Multimedia Engineering Team**

*Summer 2017*

- Worked as an independent, full-stack engineer in a fast-paced environment
- Independently contributed to projects integral to a global multimedia processing pipeline
- Developed production level software on a team practicing Agile Software Development (Scrum)

**MAJOR LEAGUE BASEBALL: ADVANCED MEDIA**  
**Software Engineering Intern, Multimedia Development Team**

**New York, New York**  
*Summer 2016*

- Shortly graduated from small project tickets to full-stack service development
- 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**

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**DISNEY STREAMING SERVICES**

Standardized the deployment process of media assets to support a global media distribution workflow  
Designed an experimental search page during a Hackathon that won Most Creative Use of AWS

*Summer 2019*  
*Summer 2019*

**PATIENTCO**

Rebuilt a search engine to improve its speed, accuracy, and flexibility when searching patient data  
Wrote an internal tool/service that used OCR to read images and searched for associated information  
Contributed to a net-new project that reconciled funds and medical expenses across distributed systems

*Fall 2017*  
*Summer 2018*  
*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  
Implemented a powerful, free-form, and text-based search engine for a web-based application

*Summer 2016*  
*Summer 2016*

**GEORGIA INSTITUTE OF TECHNOLOGY**

**Gameboy Advance Game Development**

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

*Spring 2018*

**Android Application Development**

- 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

*Spring 2017*

**VIP Research Program**

- 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

*Fall 2016 – Spring 2018*

**LEADERSHIP**

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**GEORGIA INSTITUTE OF TECHNOLOGY**

**Georgia Tech Spirit Program, College Mascot**

**Atlanta, Georgia**  
*Fall 2017 – Spring 2020*

- 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 incoming 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