

Annie Gonzales *(she / they)*

Gameplay and Software Engineer | 2x Webby Award Winner | Award-Winning Author

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EDUCATION

University of North Carolina – Chapel Hill • Duke University *2016-2020*
Computer Science • Interactive Multimedia • Visual Media Studies

Hunter College High School *2011-2016*

Kaufman Music Center *2003-2016*

Solo and ensemble classical piano performance.

Girls Who Code Summer Immersion Program *2014*

8-week selective program focused on software development.

WORK EXPERIENCE

Microsoft – Turn 10 Studios *Gameplay Software Engineer II, 2019 + 2020-Present*

Gameplay developer for AAA racing sim Forza Motorsport, using their proprietary ForzaTech engine (in C++). Owned features include first-time player onboarding, car upgrades / tuning. Also supported multiplayer, live service tools, entity systems for content, and UI game state systems.

Leads Turn 10's early-in-career community, SQUAD, supporting junior employees and building community across disciplines.

Microsoft – Excel *Program Manager / Software Engineer Intern, 2018*

Prototyped and developed editing spreadsheets with a Surface Pen in C++. Now available as the [Action Pen](#). Authored specs and documentation, identified risks, and coordinated across multidisciplinary teams.

University of North Carolina – Chapel Hill, Emerging Technology Lab *Research Fellow, 2017-2018*

Utilized Swift ARKit to create immersive storytelling experiences. Developed an iOS AR game for in-patient children at UNC Hospitals to encourage mobility exercises.

The Daily Tar Heel *Podcast Producer, 2017-2018*

Produced podcasts and audio stories for the Pacemaker Award-winning college publication.

Frederator Network *Research Intern, 2015-2016*

Data visualizations analyzing merchandise revenue in Python and Tableau. Additionally supported merch design, research, and content creation their Youtube channel [Cartoon Hangover](#) (2.2M subscribers)

DoSomething.org *Game Development Intern, 2015*

Prototyped and researched how games can encourage online and offline social action. Developed in Phaser.io and Unity.

TEDxTALKS, SPEECHES, MEDIA, ETC.

ICAN Women's Leadership Conference *Omaha, NE, 2019*

LitUp Festival *Kansas City, MO, May 2019*

FOSSIL International Day of the Girl *Basel, Switzerland, 2018*

Computer Science Teachers Association Conference *Omaha, NE, 2018*

Annapolis Book Festival *Annapolis, MD, 2018*

Girl Code: The Book Tour *2017*

Toured the nation promoting *Girl Code*. Stops included B&N Tribeca, Kepler's Bookstore, Brown University Bookstore, and the Harvard Coop.

United Nation Foundation's GirlUp Leadership Summit *D.C., 2016*

TEDxHCCS *New York, NY, 2015*

Women of the World Festival @ The Apollo *New York, NY, 2015*

TEDxYouth@Hewitt *New York, NY, 2015*

Girls Who Code Gala *New York, NY, 2014*

RECOGNITION & AWARDS

Interact Technology Fellow *2017-2018*

Crain's Business New York 20 Under 20 *2016*

Honoree at the Tribeca Disruptive Innovation Awards *2015*

Nominee for The Webby Award for Website Games *2015*

Winner of The Webby People's Voice Award for Website Games *2016*

Mic.com's "12 Teens You Should Know About" *2014*

Teen Vogue's "10 Teens Who Changed The World This Year" *2014*

PROJECTS

SISTERH>>D *2018*

Webby People's Voice Award Winner/Webby Award Nominee. Sat on the Advisory Council for Girls Who Code's digital visual album honoring the International Day of the Girl.

Girl Code: Gaming, Going Viral, and Getting It Done *2016-2019*

A New York Public Library Best Book of 2017 and 2017 Junior Library Guild selection. Autobiographical YA-nonfiction book on developing viral video game Tampon Run with co-author Sophie Houser. Published by Harper Collins and released March 2017 (paperback edition in 2018). Translated in Polish and Japanese.

Tampon Run *2014-2016*

Video game for web and iOS which addresses the negative connotations of menstruation. International recognition from outlets like TIME, The New Yorker, Fast Company, CNN, MSNBC, CBS, Seventeen, and Teen Vogue.

[iOS](#) | [Play Online](#) | [Press](#)

SKILLS C++ · AGILE / Scrum · Java · C# · Figma · Python · HTML/CSS · Adobe Suite (Illustrator, Photoshop, Premiere, After Effects) · Piano / Music Theory · German (B2 Proficiency) · Public speaking · Cross-team coordination · Mental Health Counseling

SCHOLARSHIPS

The Robertson Scholars Leadership Program 2016-2020

A four-year full-ride scholarship for students at UNC-CH and Duke University. RSLP also cross-enrolls students on both campuses and fully funds three summers of domestic and international experiences.

Duke Technology Scholars 2017-2020

Milton Fisher Scholarship for Innovation and Creativity 2016-2020
\$8000 for innovative & creative problem solving.

Edward and Sally Van Lier Scholar

Received \$15,000 distributed over three years towards classical piano education.

MORE ABOUT ME ~

I'm a born-and-raised New Yorker. I'm a Pisces! My least favorite root vegetable is the parsnip. My favorite time of day is 10:30 AM.

What I love most about being a gameplay developer is the **balance of independent and collaborative work**. I get to coordinate across design, art, audio and tech teams... but I still get to dive into the tech to improve and build features myself!

Building inclusive and accessible spaces within my team and in my communities is really important to me. I strive to bring that with me to work each day 🦋

Hobbies have included long walks and short runs, DIY crafts (yarn, pottery, food), playing Baldur's Gate 3, watching paint dry.