

Annie Gonzales *(she / they)*

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EDUCATION

University of North Carolina – Chapel Hill + Duke University [2016-2020]

Computer Science // Interactive Multimedia double major // Visual Media Studies minor

Hunter College High School [2011-2016]

Kaufman Music Center [2003-2016] - 11 years of training in solo and ensemble classical piano performance.

Girls Who Code [July-August 2014] - A selective, immersive program in robotics, web design and mobile development.

RECOGNITION & AWARDS

Interact Fellow [June 2017 – June 2018]

Crain's Business New York 20 Under 20 [November 2016] See it [here](#).

Honoree at the Tribeca Disruptive Innovation Awards [April 2015] See it [here](#).

Nominee for The Webby Award for Website Games [April 2015] See it [here](#).

Winner of The Webby People's Voice Award for Website Games [May 2015] See it [here](#).

Mic.com's "12 Teens You Should Know About" [2014] See it [here](#).

Teen Vogue's "10 Teens Who Changed The World This Year" [2014] See it [here](#).

SCHOLARSHIPS

The Robertson Scholars Leadership Program [2016-2020]

A four-year full-ride scholarship for students at UNC-CH and Duke University. Along with the scholarship, RSLP cross-enrolls students on both campuses and provides full funding for 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.

PROJECTS

SISTERH>>D [2018]

Webby People's Voice Award Winner/Webby Award Nominee. Worked on the Advisory Council for Girls Who Code's digital visual album in honor of International Day of the Girl 2018.

Girl Code: Gaming, Going Viral [2016 – present]

Co-authored an autobiographical YA-nonfiction book on navigating the tech industry, the process of creating Tampon Run with co-author Sophie Houser and dealing with the media attention that came with it. 2017 Junior Library Guild selection. It was published by Harper Collins and released March 2017 – paperback edition in 2018. Translated in Polish and Japanese.

Tampon Run [2014 – 2016]

Developed a video game for web and iOS which addresses the negative connotations of menstruation. Received international recognition from outlets such as TIME, New Yorker, Fast Company, CNN, MSNBC, CBS, Seventeen, and Teen Vogue.

[iOS](#) | [Web](#) | [Press](#)

WORK EXPERIENCE

Microsoft – Turn 10 Studios [2020 – Present]

Full-time gameplay feature developer for the upcoming release of Forza Motorsport, focusing on single-player career modes, UI development and telemetry reporting.

Microsoft – Turn 10 Studios [2019]

Developed multiplayer support and gameplay prototyping as a software engineering intern in preparation for the next Forza Motorsport title release.

Microsoft – Excel [2018]

Participated in Microsoft's PM/SWE rotational program; researched and prototyped spreadsheet editing with the Surface Pen.

Emerging Technology Lab [2017 – 2018]

Game development for UNC's Emerging Technology Lab using VR/AR and AI to create immersive storytelling experiences.

The Daily Tar Heel [2017 – 2018]

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

Frederator Network [2015 – 2016]

Worked on a data visualization project comparing how episode releases affect revenue generated from merchandise sales. Assisted with merchandise design, researched, and created content for their Cartoon Hangover channel.

DoSomething.org [2015]

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

TEDx TALKS, SPEECHES, MEDIA APPEARANCES, ETC.

ICAN Women's Leadership Conference *Omaha, NE* [May 2019]

LitUp Festival *Kansas City, MO* [May 2019]

FOSSIL International Day of the Girl *Basel, Switzerland* [Oct 2018]

Computer Science Teachers' Association Conference *Omaha, NE* [May 2018]

Annapolis Book Festival *Annapolis, MD* [April 2018]

Girl Code: The Book Tour [March 2017]

Visited schools, book stores, and a book festival across the nation promoting Girl Code: Gaming, Going Viral, and Getting It Done. Stops included Barnes & Noble Tribeca, Kepler's Bookstore, Brown University Bookstore, and the Harvard Coop.

United Nation Foundation's GirlUp Leadership Summit *Washington, D.C.* [July 2016]

TEDxHCCS *New York, NY* [October 2015]

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

TEDxYouth@Hewitt *New York, NY* [October 2015]

Girls Who Code Gala *New York, NY* [October 2014]

Introduced by then-Twitter CEO Dick Costolo, spoke about Tampon Run and the benefits of Girls Who Code.

EXTRACURRICULAR ACTIVITIES

Crisis Text Line [Counselor]

Completed a six-week counseling training to help provide free, 24/7 support and information via text for those in crisis.

Peer Ally Certifications at UNC

Trained in empathetic listening and peer allyship in the areas of sexual assault, Mental Health First Aid, active bystander intervention, and eating disorders.

UNC Mental Health Ambassadors [Executive Board Member]

Trained in Mental Health First Aid USA, MHAs broaden school support networks and are knowledgeable about mental health resources on campus and extend the reach of counseling and psychological services on campus.

3419 RoHawks [Build Captain]

Build Captain for Hunter College High School's robotics team; previously acted as Jr. Vice-Captain and head of PR/Media. Built hardware, control systems and custom parts for robots which participated in FIRST Robotics Competitions.

SKILLS

C++, Java, C, Javascript, Python, HTML/CSS, Unity

Adobe Suite (*Illustrator, Photoshop, Premiere, After Effects*)

Figma

Microsoft Office

Public speaking

Writing

Mental Health Counseling