**Annie Gonzales** *(she / they)*

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

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**SKILLS**

**C++ · AGILE / Scrum · Java · C# · Figma · Adobe Suite (Illustrator, Photoshop, Premiere, After Effects) · Classical Piano · Music Theory · German (B2 Proficiency) · Public speaking · D&I · Cross-team collaboration · Mental Health Counseling**

**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 game 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! I’m looking for an environment where I can continue to do so, primarily in tools, gameplay, or AI, but I prioritize team fit and opportunities for learning and growth!

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

Hobbies include long walks and short runs, discovering new music, learning old music, fiber arts, playing Baldur’s Gate 3, and watching paint dry.

**WORK EXPERIENCE**

[**Microsoft – Turn 10 Studios**](https://www.turn10studios.com/)Gameplay Software EngineerII, 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**](https://support.microsoft.com/en-us/office/handwrite-data-into-excel-3484c1da-89f1-46cc-9b7e-bf3371092f4b)Program Manager / Software Engineer Intern, 2018

Prototyped and developed editing spreadsheets with a Surface Pen in C++. **Now** **available as the** [**Action Pen**](https://support.microsoft.com/en-us/office/handwrite-data-into-excel-3484c1da-89f1-46cc-9b7e-bf3371092f4b). Authored specs and documentation, identified risks, and coordinated across multidisciplinary teams.

**Girls Who Code** Advisory Council, 2018  
Advised the creation of [**SISTERH>>D**](https://www.youtube.com/playlist?list=PLjDOmyrevNUjNpqxobTPB1uWutHNH1cMg)**,**Girls Who Code’s digital visual album honoring the International Day of the Girl. **Webby People’s Voice Award Winner/Webby Award Nominee**.

**Harper Collins** Author, 2016-2018Co-authored [**Girl Code: Gaming, Going Viral, and Getting It Done**](https://www.harpercollins.com/products/girl-code-andrea-gonzalessophie-houser?variant=32207662350370)**,** an autobiographical YA memoir on developing viral video game Tampon Run with co-author Sophie Houser. **A New York Public Library Best Book of 2017 and 2017 Junior Library Guild selection.** March 2017 (paperback in 2018). Translated in Polish and Japanese.

[**University of North Carolina – Chapel Hill, Emerging Technology Lab**](https://www.uncbluesky.com/)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**](https://www.dailytarheel.com/)Podcast Producer, 2017-2018

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

**[Tampon Run](https://tamponrun.com/)** Co-creator and developer, 2014-2016

Created a 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](https://apps.apple.com/kh/app/tampon-run/id948757853) | [Play Online](http://annie-digital.github.io/tampon-run/) | [Press](https://annie.digital/files/TamponRunPressPackage.pdf)

[**Frederator Network**](https://frederator.com/)ResearchIntern, 2015-2016

Data visualizations analyzing merchandise revenue in **Python and Tableau.** Additionally supported merch design, research, and content creation their **Youtube channel** [**Cartoon Hangover**](https://www.youtube.com/@CartoonHangover) **(2.2M subscribers)**

[**DoSomething.org**](https://www.dosomething.org/us) Game Development Intern, 2015

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

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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. | **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 University 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. |
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| **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**](https://www.crainsnewyork.com/awards/andrea-gonzales)2016  [**Honoree at the Tribeca Disruptive Innovation Awards**](https://www.disruptorawards.com/2015-honoree-blog/2017/1/19/tampon-run)2015  [**Nominee for The Webby Award for Website Games**](https://winners.webbyawards.com/2015/websites-and-mobile-sites/general-websites-and-mobile-sites/games/158843/tampon-run)2015  [**Winner of The Webby People’s Voice Award for Website Games**](https://winners.webbyawards.com/2015/websites-and-mobile-sites/general-websites-and-mobile-sites/games/158843/tampon-run)2016  [**Mic.com’s “12 Teens You Should Know About”**](https://www.mic.com/articles/103506/if-you-ve-heard-of-alex-from-target-here-are-12-teens-you-should-actually-know-about#.lZzfQXQeV)2014  [**Teen Vogue’s “10 Teens Who Changed The World This Year”**](https://www.teenvogue.com/gallery/teens-changing-the-world#3)2014 |

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