

Elizabeth Gonzalez

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EDUCATION

University of Florida | Major: Computer Science, Minor: Digital Arts and Sciences, GPA: 3.82/4 Expected May 2027

Relevant Coursework: Data Structures & Algorithms | Computer Organization | Linear Algebra | Intro to Game Development | Intro to Software Engineering

SKILLS

Technical Skills: C++ | Python | Unity | C# | HTML/CSS | Javascript | React | Git | MatLab

Creative Tools: Adobe After Effects | Adobe Photoshop | Microsoft Office

Languages: English, Spanish

PROJECTS

Skill Roulette | JavaScript, CSS, React, Node.js, MongoDB, Express.js

September 2025 - Present

- Created a **full-stack social platform** where users spin a daily roulette wheel for tasks, share media of completions, and engage through follower reactions.
- Designed and implemented backend services with **Express.js and MongoDB** to handle user accounts, task generation, and media storage.
- Developed a responsive **front-end in React** with dynamic task displays, media upload features, and interactive feeds for user engagement.

DragonHeart | 2D pixel platformer game | Unity | C#

Jul. 2025 - Present

- Developed a 2D pixel platformer in **Unity using C#**, implementing core gameplay systems including movement, collision detection, and level progression.
- Engineered a custom weapon system and programmed diverse enemy **AI behaviors (stationary, chasing, turret)** to create engaging combat mechanics.
- Designed and programmed a **final boss encounter**, enhancing gameplay balance and player challenge.
- Integrated **self-created pixel art assets** and narrative elements into Unity, contributing both technical and creative components to the game.

Michelin Munch | Michelin Guide restaurant discovery system | C++

Mar. 2025 - Apr. 2025

- Designed and implemented custom **Separate Chaining and Open Addressing hashmaps** from scratch with two other team members to organize restaurant data hierarchically by city -> star rating -> price.
- Parsed and normalized a **17,000+ row Michelin Guide dataset** from Kaggle using file I/O and string processing techniques.
- Enabled users to query restaurants by combining multiple criteria with **consistent O(1) average-case lookup time**.
- Measured and compared insertion and query performance between the two hash table types using std::chrono.

EXPERIENCE

Undergraduate Researcher | University of Florida CISE Department | Python

Jun. 2025 - Present

- Collaborated with a team of researchers to implement an interactive course on Edugator focused on mastering technical interviews for UF students.
- Contributed towards **authoring 50 programming problems** of varying difficulty.
- Conducted research on **AI-assisted learning tools** to help students improve problem-solving strategies and identify common mistakes during practice settings.

Development Intern | Be Strong International | Miami, Florida

Jul. 2022 - Aug. 2022

- Analyzed the MyMe Youth application through **AI analysis and answer accuracy**. Provided critiques when code malfunctioned and suggested solutions to improve the application interface.

EXTRACURRICULAR

Historian - Videographer | Women in Computer Science and Engineering (WiCSE)

May. 2024 - Present

- Produced and edited engaging promotional reels and event highlights using **Adobe After Effects** to inspire new members to join and encourage current members to attend events.
- Achieved over **16,000 views on the WiCSE Instagram page**, significantly boosting WiCSE's visibility and engagement.

Technical Support Committee | Women and Gender-Nonconforming (WiNGHacks) Hackathon

Dec. 2024 - Feb. 2025

- Managed a Discord server to enhance engagement and ensure smooth operations for **150 attendees and 42 mentors**.
- Created and maintained the **DevPost, overseeing submissions** to ensure project completion and originality.
- Provided technical guidance and troubleshooting throughout the event.
- Designed a mentor sign-up spreadsheet with event schedules for streamlined coordination.