GONZALO REYES

A computer science enthusiast working towards improvement of the learning experience and life quality of students at SUNY Plattsburgh through convenient and sophisticated software applications



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EDUCATION

State University of New York, Plattsburgh

Expected May '20

- Computer Science B.S.
- Overall GPA: 3.86 Major GPA: 3.90
- Honors: Academic Achievement in Computer Science (Spring '18)

EXPERIENCE

Coding Hub Club

Co-founder and president

Plattsburah, NY September '18 - present

- Lead and collaborate with an agile team of 6 developers to complete 4 major projects in a span of 3 months to assist students and organizations on campus
- Conduct bi-weekly stand-up meetings and manage team by using Asana for assigning and tracking tasks and Slack for communication
- Maintain Github repositories, solve merge conflicts and review pull requests

Interbank

Lima, PE

Digital Media Intern

June '18 - August '18

- Developed a supervised ML text classifier with python to process customer reviews with an accuracy of 92% as measured by a confusion matrix
- Built over 15 fully responsive in-apps and pop-ups for the bank app and website using HTML5, CSS3 and vanilla JS for A/B testing and experiments
- Proactively participated in committee meetings to show and analyze weekly results as well as propose and discuss new experiments

CS Department at SUNY Plattsburgh Teaching Assistant

Plattsburgh, NY January '18 - present

- Aid 50+ students in their understanding of core programming concepts and projects using Python and C
- Hold office hours twice a week and provide one-on-one support to computer science students for CSC221 (Intro to programming) and CSC309 (Clanguage)

Claude J. Clark Learning Center

Plattsburah. NY

Academic Tutor

- Assisted students with class material, reviews and assignments
- Tutored over 150 hours in 10 different courses including data structures, algorithms, python, C, C++ and calculus

CS independent Study Android Developer

Plattsburgh, NY August '17 - December '17

September '17 - November '18

- Worked together with Academic Advisor to assemble Burghy, an android application to help students find places on campus using indoor maps
- Submitted weekly detailed reports and documentation
- Presented application to the Computer Science Department

LANGUAGES

Java, C/C++, Python, JavaScript (ES7), Ruby, Kotlin, Dart, SQL, HTML5, CSS3

SKILLS

Android, Web Development, Git Master, Databases, Leadership, Teamwork, Project management, UI/UX design

TOP PROJECTS

Shuttler

Lead Developer and Android Engineer

- Designed and built mobile app to track the SA Shuttle
- Built the android version with Kotlin
- Utilized Firebase for real time database and user authentication
- Integrated Google Maps API for tracking location and geofences

Tutoring Hub

Designer, PM and Backend Developer

- Prototyped flat design website to rate tutors in the Learning Center
- Built REST API using node.js and express to communicate with MongoDB
- Integrated Firebase for authentication

Ananda Timer

Flutter Developer

- Built a simple and intuitive cross-platform workout timer using flutter
- Successfully deployed working and tested version to Google Play in a span of 2 weeks

Lavoro Track

Full Stack Developer

- Developed a full stack website to track job and internship applications
- Designed and implemented database in PostgreSQL
- Built reusable components with react and manage states with redux