Gonzalo **Reyes**

A software developer enthusiast working towards the 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 at Plattsburgh

PLATTSBURGH, NY — AUGUST 2016 - MAY 2020

- Computer Science B.S | **GPA**: 3.88
- Honors: Academic Achievement in Computer Science (Spring '18)

EXPERIENCE

Codecademy / **Software Engineer Intern**

NEW YORK, NY — JUNE 2019 - AUGUST 2019

- Co-engineered the new *Code Challenges* feature, an assessment type that allows learners to type and execute code to assess and reinforce their
- Took initiative and proactively contributed to the migration of React components and Javascript files to Typescript
- Collaborated with designers and engineers to launch a new interactive 404 page that renders a custom endless runner game built with phaserJS
- Worked on frontend improvements including the redesign of the footer and catalog, converting legacy .erb pages to react and fixing accessibility bugs
- Thoroughly tested code with Jest and Enzyme for unit and component testing, TestCafe for E2E testing and rspec for rails

Coding Hub / **Co-founder, President and Lead Engineer**

PLATTSBURGH, NY — SEPTEMBER 2018 - PRESENT

- Lead and collaborate with an agile team of 20 members to plan, build, test and deploy software apps to assist students and organizations on campus
- Institute architecture patterns, establish testing standards and write docs and implementation guides to make applications maintainable and allow members to quickly understand and collaborate on projects
- Conduct bi-weekly stand-up meetings and encourage team collaboration through code reviews, pair programming and weekly lightning talks
- Introduce and set up CI/CD pipeline with CircleCI in our workflow to improve development speed and ensure code quality
- Successfully explain highly-technical concepts to university staff to gain approval and receive support to deploy applications
- Introduc Slack for team communication and asana for project management

Interbank / **Data Analyst Intern**

LIMA, PE — JUNE 2018 - AUGUST 2018

- Developed a supervised ML classifier with python to categorize customer reviews with an accuracy of 92% as measured by a confusion matrix
- Built 15 fully responsive banners for the mobile app and website using HTML5, CSS3 and vanilla JS to do A/B testing and test experiments
- Proactively participated in weekly committee meetings of 5 people to show and analyze tests results as well as propose and discuss new experiments

I SPEAK

Java, JavaScript, Python, Ruby, Go, Kotlin, TypeScript, Dart, SQL, HTML5, CSS3

TOP PROJECTS

Shuttler / Lead Android Engineer

App that locates college shuttles in real time

- Designed prototype using AdobeXD
- Built Android app with Kotlin and Java
- Utilized Firebase Auth for user authentication, Cloud Firestore as scalable real time database and Cloud Functions to send push notifications
- Integrated Google Maps API to display shuttle location and monitor geofences
- Used Android Jetpack to develop a robust and well-architected MVVM app
- Rendered Adobe AE animations with Lottie

Tutoring Hub / PM & Lead Engineer

Website to rate academic tutors at SUNY Plattsburgh

- Built client-side with React and Redux
- Wrote a python script to parse a csv file with a list of active tutors and populate DB
- Built a RESTful API with express JS that communicates with MongoDB
- Integrated Cloudinary SDK to host and manage static media assets
- Utilized Jest for unit testing with Enzyme for React component testing
- Deployed frontend on Firebase hosting, API on Digital Ocean and database on mLab

OneSpot / Full-stack Developer

Web app that helps you track job applications

- Architected monolith Rails Restful API
- Utilized React ecosystem for the frontend including React Hooks and Context API
- Designed and implemented PostgreSQL
- Deployed frontend on Netlify and backend on Google Cloud App Engine