

Itzel Gonzalez | Software Engineer

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Creative, motivated software engineer with a deep interest in building Full Stack web and mobile applications. Bilingual in Spanish. Proven track record of shipping consumer facing applications. I have an EAD to work for any U.S. employer.

SKILLS

- HTML & CSS
- Javascript & React JS
- Git
- Java
- C++
- Python
- Rest API's
- OOP
- Web Accessibility

WORK EXPERIENCE

Full Stack Web Developer

December 2022 - Present

- Created responsive and accessible full stack web for different clients across small and medium size businesses.
- Applied agile methodologies like SCRUM for project management, some clients included:
 - [L.A. Fitness Web App](#) - Consulting on SEO and social media strategy. Work in progress.
 - [Geospatial Habits Full-Stack Web App](#) - Website for marketing start-up located in Camarillo, CA. Implemented UX methodologies to provide clients with an aesthetic user experience. Collaborated with company team to build modern and responsive website using best practices.
 - [Jalapeño Web App](#) - Website for Restaurant in Santa Barbara, CA. Wrote clean, maintainable code, adhered to best practices and coding standards. Communicated technical concepts to stakeholders ensuring alignment between project requirements & deliverables.

Pathways Tutoring | Santa Barbara, CA

December 2021 - Present

- Established a successful freelance tutoring business specializing in mathematics and computer science, serving students from diverse educational backgrounds and skill levels.
- Certified tutor in Algebra & Calculus, offering both private and group tutoring sessions.
- Managed tutoring business and created [tutoring website](#) along with success stories and testimonials.

Zazzle: Content Reviewer | Reno, NV

September 2021 - December 2023

- Ensured quality and content standards were met during review process.
- Provided customers with quality designs using Zazzle's built in GUI.

Sierra Packaging: Graphic Artist | Reno, NV

September 2020 - August 2021

- Collaborated with a team to create client packaging requests using tools like Adobe InDesign, from specifications to design, printing and production.

Riverside County Health Informatics: Team Lead | Riverside, CA

November 2019 - June 2020

- Lead collaboration between Riverside County and 12 student UCR team to visualize federal Point-In-Time Count data for 2019 PIT Count reports.
- Presented work to council and lobby members at weekly PIT Riverside County meetings.

PROJECTS

Unity Video Game, *Senior Design 2D*

January 2020

- Storytelling platformer depicting the life of a computer science student
- Designed game main menu, options menu, win/loss screens, level transitions, HUD.
- Created Music from scratch and sound effects using GarageBand.
- Implemented sound effect scripts in C# for movement, power ups, weapons and enemies.
- Responsible for level design, user interface, user experience, sound design while using Scrum development framework.

Smart Tank, *Citrus Hackathon* Winner of Best Use of Hardware Award

March 2019

- Performed climate control on pet tank using hardware components such as microcontroller, resistors, capacitors.
- Deployed software development of closed-loop feedback system using fan, temperature and humidity sensor.

CSync™ Mobile Application, *Rose Hackathon*

January 2019

- Created Android application enabling users to sync their hand-written events to Google Calendar.
- Developed prototypes for UI flow and developed front-end interface using Android Studio and Adobe XD.
- Created website for app www.csync.xyz with video tutorials and technical documentation.

EDUCATION & CERTIFICATIONS

University of California Riverside	B.S. Computer Science	2018-2020
Ventura Community College	A.S. Physics & Math	2014-2018

Graphic Design Certification	2021
Google UX Certification	2022

AWARDS

COFEM Scholarship	Nov 2018
Chicano Latino Alumni Award	Nov 2018
Latina Leadership Network	May 2018
Tim Suel Memorial Award	Mar 2018
Gene Haas Foundation Award	Mar 2017

//Interested: Software Engineering (Front-End Developer, Back-End Developer, Full-Stack Developer), UX or UI Developer in Intern, Associate, Entry-Level, and Junior roles.