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| Itzel Gonzalez **|** Software Engineer | | | | | igonz044.github.io  itzel.1223@gmail.com  805.340.7683 | | |
| **SUMMARY** | | | | | | | |
| Following a hiatus focusing on family responsibilities, elated to bring significant difference to my next company. I am driven, creative, problem-solver, and impactful with great communication skills and detail oriented. Interested: Web Development, Software Engineering (Front-End, Back-End, Full-Stack), Data Science, UX or UI Design in Intern, Associate, Entry-Level, and Junior roles. I am a DACA beneficiary and have an EAD to work for any U.S. employer. | | | | | | | |
| **TECHNICAL SKILLS & COMPETENCIES** | | | | | | | |
| **Development**  ·Javascript ·HTML & CSS ·ReactJS ·Java ·Python ·C++ ·C ·Scripting ·Data Structures & Algorithms ·Time Complexity ·OOP ·Dynamic Programming ·Unit Testing ·Git ·Refactoring, Debugging ·Design Patterns ·Terminal, Bash, Vim ·SQL  Acquainted with: ·Pandas Library ·NumPy ·Matplotlib ·Firebase ·REST API | | | | | | | |
| **Software**  ·Video Game Design: Unity, ·Linux, Windows, Mac, iOS  ·Graphic Design: Adobe Photoshop, InDesign, Illustrator, XD  ·Mobile Application Development: Android Studio, Figma | | **Organizational**  ·Project Management, Event Planning  ·Agile/Scrum Software Workflows  ·Technical Writing | | | | | |
| **EDUCATION & CERTIFICATIONS** | | | | | | | |
| **University of California, Riverside** B.S. Computer Science | 8/18-6/20 | | | **LinkedIn Learning** Systems Thinking | | | 2/22 |
| **Ventura Community College** A.S. Math & Physics | 8/16-6/18 | | | **Free Code Camp** HTML/CSS Certification | | | 2/23 |
| **CU Boulder** Graphic Design Class | 2/21 | | | **Free Code Camp** JavaScript Certification | | | *In Progress* |
| **Google** UX Certification | 5/22 | | | **100Dev Code Camp** React.JS Certification | | | *In Progress* |
| **WORK HISTORY** | | | | | | | |
| **100Dev: Developer** *Santa Barbara, CA*9/22-Present | | | | | | | |
| ·Coded UI for full YouTube homepage clone using advanced HTML, CSS and JS.  ·Developed UI for Twitter tweets, Instagram users and LinkedIn login, Google Search UI and a stock market gain/loss widget. | | | | | | | |
| **Career Gap: Parenthood** *Santa Barbara, CA* 8/21-Present | | | | | | | |
| ·Oversaw a junior human as family leader from the ages of 0 to 22 months successfully.  ·Implemented consistent and effective conflict resolution techniques, raised good behavior by 80%. | | | | | | | |
| **Zazzle, Inc: *Seasonal Content Reviewer & Graphic Designer*** *Remote* | | | | | | 11/21-12/21 | |
| ·Ensured quality and content standards were met during the review process and provided customers with quality designs. | | | | | | | |
| **Sierra Packaging & Converting, LLC: *Graphic Artist*** *Reno, NV* | | | | | | 6/21-8/21 | |
| ·Created client packaging requests using Adobe Illustrator, from specifications to design, printing and production.  **Macy’s: Sales Associate** 8/20-4/21  ·Met sales goals and demonstrated excellent customer service. | | | | | | | |
| **Riverside County Health Informatics: *Front End Developer/Data Analyst*** *Riverside, CA* | | | | | | 11/19-6/20 | |
| ·Developed UI and back-end data analysis tools using Python, Pandas, and NumPy.  ·Increased team collaboration and coded python scripts for data analysis. | | | | | | | |
| **Bourns College of Engineering: *Computer Science Peer Mentor*** *Riverside, CA* | | | | | | 9/19-6/20 | |
| ·Mentored engineering students, helped them achieve their educational goals.  ·Public speaker at in person and online events. | | | | | | | |
| **Ventura College Tutoring Center: *STEM Tutor*** *Ventura, CA* | | | | | | 11/16-8/18 | |
| ·Certified tutor in Algebra, Trigonometry, Calculus, private and group tutoring.  ·Managed tutoring business and created tutoring website along with several success stories and testimonials.  ·Adapted to learning styles, worked with students with learning disabilities, tutored in Spanish. | | | | | | | |
| **PROJECTS** | | | | | | | |
| **Unity Video Game, Senior Design** *2D storytelling platformer depicting the life of a computer science student* 1/20 | | | | | | | |
| ·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. | | | | | | | |
| **CSyncTM Mobile Application, Rose Hackathon** | | | 1/19 | | | | |
| ·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. | | | | | | | |
| **Smart Tank v.1.0, Citrus Hackathon** *Winner of Best Use of Hardware Award* 3/19 | | | | | | | |
| ·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. | | | | | | | |