Jesus Gonzalez

Software Engineer

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TECHNICAL SKILLS

Languages and Tools: Python, JavaScript, HTML, CSS, C/C++, Java, Databases (SQL/MySQL/Postgres), Node.js
Developer Tools: Git, Github, Docker
Frameworks and Libraries: React, Next.js, Pytorch, Tenserflow, NumPy, Pygame, Pandas, Matplotlib

EDUCATION

University of California San Diego — Graduation 06/2026
Bachelor of Science, Computer Science — ***GPA**: 3.619*
Coursework: Object-Oriented Design, Advanced Data Structures, Design of Algorithms, Computer Architecture, Software Engineering, Database System Principles, Recommender Systems, Networked Services, AI: Search and Reasoning
Tutor: CSE 29 (Systems Programming Head Tutor), **CSE 150A** (AI: Probabilistic Models)
Clubs: Computer Science and Engineering Society (**CSES**)

EXPERIENCE

Intuit – *Software Developer Intern – San Diego, CA* — 06/2025 – Present
- Incoming summer 2025 intern in the A2D: Analytics AI and Data Department - IPS relational team.

Lakewood HVAC Inc – *Backend Developer – CSES @ UCSD* — 11/2024 – Present
- Revamped Lakewood HVAC Inc.'s digital storefront using Next.js, React, TypeScript, and SQL, resulting in a 30% faster page load speed and a 15% increase in user engagement metrics.
- **Implemented** 5 Git issues related to the homepage, storage functionality, and front-end storage manipulation, enabling the client to edit website information directly through a user-friendly interface on the web page.

Virtual Fashion Research – *Software Developer – CSES @ UCSD* — 11/2024 – Present
- **Collaborated** in an agile development environment through a structured 20-week development cycle, contributing to model design and optimization.
- Designed and implemented custom solutions for efficient feature extraction and classification using **Convolutional Neural Networks** (CNNs), fine-tuning pre-trained models (ResNet-50) for enhanced accuracy and performance.
- Developed a **multi-label classification model** to identify and categorize 15 garment types in fashion images using the **DeepFashion** dataset, achieving **80% accuracy** and enabling the labeling of unlabeled fashion data.

Plink.bio – *Software Developer Intern – Remote* — 10/2024 - 02/2025
- Engineered an advanced multi-tiered processing pipeline to streamline video platform metadata extraction (YouTube, TikTok, Instagram), improving **video analysis accuracy by 25%** and providing users with more reliable insights.
- Completed an automated scraping solution using **Selenium** that increased efficiency in data retrieval by **60 hours** monthly, enabling faster access to vital metadata on profiles, videos, and playlists for analysis.
- Integrated Nexa.ai's lightweight **LLM** with PyTorch, employing **YOLO** and **Pytesseract** frameworks to achieve real-time object recognition resulting in improved analysis speed for visual data by **30%**.

Software Engineer Intern – *Software Developer – Remote* — 09/2024 - 12/2024
- Streamlined **communication** between staff during sprints; this initiative resulted in quicker decision-making regarding feature adjustments and accelerated the overall project timeline by 25% without compromising quality standards.
- Engaged in **Agile** while implementing features such as search functionality and scraping essential data; Optimized code for a refined readability, streamlining the development process and accelerating feature delivery.
- Developed and optimized **Beautiful Soup** Python scripts to web scrape coursework data, scraping **50%** of the necessary data for the platform, reducing manual data collection efforts by 80%, resulting in improved platform content availability.

Spotify – *Senior Software Engineer Mentorship – San Diego, CA* — 06/2024 - Present
- Held weekly sessions with a senior software engineer discussing industry practices and software design principles.

PROJECTS

Dev Journal (CRUD) | *HTML, CSS, Figma, JavaScript, GitHub, Puppeteer, Jest, GitHub* — 04/2024 - 06/2024
Project Link: https://github.com/cse110-sp24-group9/CSE110-Project
- Directed an **Agile workflow** while overseeing a diverse team of 11, managed sprint planning over ten cycles which included prioritizing user stories and implementing CI/CD pipelines that enhanced overall development speed.
- Implemented automated tests using Jest and Puppeteer, enhancing code reliability and **reducing bugs by 30%.**