

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, AWS
Developer Tools: Git, Github, Docker
Frameworks and Libraries: React, Next.js, Pytorch, Tensorflow, 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

Tutor: CSE 150A (AI: Probabilistic Models)

EXPERIENCE

Virtual Fashion Research

11/2024 - Present

Computer Science Engineering Society

UCSD

- **Collaborating** in an agile development environment through a structured 20-week development cycle, contributing to model design and optimization.
- Developing a **multi-label classification model** to identify and classify garment types (shirts, jeans, sweaters) in fashion images using the **DeepFashion** dataset.
- **Designing and implementing custom solutions** for efficient feature extraction and classification using Convolutional Neural Networks (CNNs), fine-tuning pretrained models for enhanced accuracy and performance.

Software Engineer Intern

10/2024 - Present

Plink.bio | Python, Flask, APIs, LLM, YOLOv5, Selenium, SQLAlchemy

Remote

- Engineered an advanced multi-tiered processing pipeline that streamlines video platform metadata extraction (YouTube, TikTok, Instagram), resulting in a comprehensive **video analysis** that provides users with helpful 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

09/2024 - 12/2024

DegreeCat | Agile, Figma, Python, BeautifulSoup, JavaScript, React

Remote

- Streamlined **communication** between staff during sprints; this initiative resulted in quicker decision-making regarding feature adjustments and accelerated the overall project timelines without compromising quality standards.
- Engaged in **Agile** ceremonies 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.

Senior Software Engineer Mentorship

06/2024 - Present

Spotify

Remote

- Conducted weekly meetings with senior software engineer discussing software techniques and **best practices**.
- Collaborated with senior engineer during regular coding exercises, resulting in enhanced debugging techniques.

PROJECTS

Dev Journal (CRUD) | Figma, JavaScript, GitHub, Puppeteer, Jest, Git, 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.
- Designed and executed a responsive front-end journal app utilizing advanced techniques in **HTML** and modern **CSS**; improved page load speed to under one seconds for better engagement.
- Implemented automated tests using Jest and Puppeteer, enhancing code reliability and **reducing bugs by 30%**.