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, Tenserflow, NumPy, Pygame, Pandas, matplotlib

EDUCATION

University of California San Diego   Graduation June 2026
Bachelor of Science, Computer Science   ***GPA***: *3.568*
Coursework: Object-Oriented Design, Advanced Data Structures, Design of Algorithms, Probabilistic Decision-Making

EXPERIENCE

Software Engineer Intern   Sep. 2024 - Present
DegreeCat (Startup) | Agile, Figma, Python, Beautiful Soup, JavaScript, React   *Remote*

- Leading the **back-end development** of an EdTech platform, making key architectural, technical, and design decisions to ensure scalability and efficiency.
- Collaborating with leadership and design teams to create a seamless user experience while ensuring the product meets **high-quality standards**.
- Working closely with the team to troubleshoot issues and implement features successfully through Agile methodologies and iterative development.
- Contributing to the platform's **full lifecycle**, from conceptualization to launch, aligning development efforts with the company's long-term vision.

Senior Software Engineer Mentorship   Jun. 2024 - Present
Spotify   *Remote*

- Conducted weekly meetings with senior software engineer to discuss advanced software development techniques and **industry best practices**.
- Participated in practice **coding sessions** to enhance problem-solving skills, code quality, and communication.

PROJECTS

Dev Journal (CRUD) | *Agile, Figma, JavaScript, GitHub, Puppeteer, Jest, Git, GitHub*   Apr. 2024 - Jun. 2024

- **Led Agile workflow** with a team of 11: utilized Git for version control across ten successful week-long sprints, managed story points, prioritized features, and implemented CI/CD pipelines; resulting in a **20% increase** in development efficiency
- Implemented automated tests using Jest and Puppeteer, enhancing code reliability and **reducing bugs by 30%.**
- Developed a front end journal application, using HTML, CSS, and JavaScript to create a visually appealing and user-friendly interface.

My Calorie Log | *REST API, Next.js, TypeScript, React, MySQL, Bootstrap*   Jul. 2024

- Developed a TypeScript-based Next.js application that tracks daily caloric intake, featuring comprehensive logging, searching, and displaying of food items.
- Integrated a **REST API** to manage food item data, enabling efficient communication between client and server and reducing data retrieval time by **25%**, improving application responsiveness.
- Implemented MySQL for efficient server-side data storage, ensuring reliable and scalable management of food item data.

Book Recommender System | *Python, Flask, PyTorch, Next.js, TypeScript*   Aug. 2024

- Developed a Flask API with a PyTorch model that recommends books based on cosine similarity between user ratings and pre-trained book embeddings.
- Implemented a Next.js frontend in TypeScript, allowing users to submit ratings and receive real-time book recommendations.
- Processed and analyzed over 6 million book ratings, optimizing recommendation efficiency through effective model integration and storage techniques.
- Achieved a significant reduction in Root Mean Squared Error (RMSE) from 0.65 to 0.28 by **hyperparameter tuning**, improving the precision of book recommendations and overall model performance.