

# Jesus Gonzalez

U.S Citizen, Aspiring Software Engineer

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## EDUCATION

**University of California San Diego**

Graduation June 2026

**B.S. Computer Science** — GPA: 3.541 / 4.0

Relevant Coursework - Object-Oriented Design, Data Structures, Computer Architecture, Design of Algorithms, Linear Algebra, Probability & Statistics, Software Engineering, Probabilistic Reasoning and Decision-Making

## PROJECTS

**Dev Jounral (CRUD)** | *HTML, CSS, JS, Github, Puppeteer, Jest*

Apr. 2024 - Jun. 2024

- Collaborated with team members to brainstorm ideas and troubleshoot issues.
- Implemented Jest and Puppeteer testing frameworks to automate comprehensive unit, integration, and end-to-end tests, ensuring robustness and reliability of web applications.
- Front-end development of a journal application, leveraging HTML, CSS, and JavaScript to create a visually appealing and user-friendly interface
- Agile workflow - sprints, story points, prioritization of features, CI/CD pipeline.

**Snake AI Trainer with Reinforcement Learning** | *Python, PyTorch, Pygame*

Feb 2024

- Designed and implemented reinforcement learning algorithms using PyTorch to train an AI agent to play Snake.
- Developed custom reward functions and state representations to optimize the agent's learning process.
- Utilized Pygame for creating a dynamic game environment and visualizing the training progress of the AI.
- Achieved significant improvements in AI performance through hyperparameter tuning and model optimization.

**Galactic Store** | *Javascript, Next.js, React, MongoDB, TailWind, Stripe*

Jun. 2024

- Conceptualized and developed the Galactic Store, leveraging Next.js and React for dynamic front-end functionality and Tailwind CSS for responsive design.
- Optimized a MongoDB database schema to ensure efficient data storage and retrieval, enhancing overall application performance.
- Integrated Stripe API for secure payment processing, seamlessly implementing checkout and transaction functionalities within the e-commerce platform.

**My Calorie Log** | *REST API, Next.js, TypeScript, React, IndexedDB*

Jul. 2024

- Developed a Next.js application for tracking daily caloric intake, featuring comprehensive logging, searching, and displaying of food items.
- Implemented a modular design with components such as Layout, Info, Log, and FoodSearch to create a seamless and intuitive user experience.
- Integrated IndexedDB for efficient client-side data storage, enabling offline access and synchronization of user data.

## EXPERIENCE

**Senior Software Engineer Mentorship**

Jun. 2024 – Present

*Spotify*

*Remote*

- Conducted weekly meetings with senior software engineers to discuss advanced software development techniques and industry best practices.
- Engaged in in-depth discussions on cutting-edge technologies and their applications in real-world projects.
- Participated in hands-on coding sessions to enhance problem-solving skills and code quality.

**Technical Associate**

Sep. 2023 – Oct. 2023

*JcPenny*

*Montebello, Ca*

- **Installed and configured hardware systems**, including 20 in store point of sale terminals (cashier Pc's).
- Troubleshoot and resolved technical issues promptly and effectively, minimizing downtime and ensuring smooth operations.

**Food Service Lead**

Oct. 2023 - Mar. 2024

*UCSD, 64 degrees*

*La Jolla, Ca*

- Directed and supervised team members during shifts, ensuring adherence to company standards and procedures.
- Provided training and ongoing coaching to staff, resulting in improved performance and customer satisfaction.

## TECHNICAL SKILLS

**Languages and Tools:** Python, Java, C/C++, HTML, CSS, JavaScript, TypeScript, x86, Arm, Matlab

**Frameworks and Libraries:** React, Next.js, NumPy, TensorFlow, PyTorch, imaplib, Pygame, pandas, matplotlib

**Databases:** SQL, MongoDB, IndexedDB

**Developer Tools:** Git, Google Cloud Platform, Microsoft 365, Jest, Puppeteer