Juan Antonio Gonzalez

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Education

Bachelor of Computer Science, Simon Fraser University *Jan 2021-April 2025*

Relevant Coursework: CMPT 354 & 454 (Database Systems I & II), CMPT 307 (Data Structures & Algorithms), CMPT 295 & 300 (Operating Systems), CMPT 371 (Networking), CMPT 373 (Software Development Methods), CMPT 473 (Software Testing, Reliability and Security)

Work Experience

Web Software Developer *May 2023-Dec 2023*

Switchboard

- Re-designed and implemented an interface for users to add and edit fleet dispatch jobs using **React**, **Figma**, and **SCSS** which brought in 5 new companies.
- Designed and implemented a check-out page for dispatchers to enter extra charges, discounts, and other quote information for a dispatch job using **React** and **Figma** to significantly increase customer satisfaction and productivity.
- Developed a multi-step modal that allowed users to download or send multiple logs for multiple truck drivers on multiple dates using **Node** and **Parse Server** which increased interaction with downloadable links by 30%.
- Merged and debugged web team's code for the company's new dispatch feature before demoing to current and potential customers.
- Led and planned web team and cross-team meetings to introduce and explain new features.

Projects

Factos (Go, MySQL) *June 2024-Ongoing*

Individual Personal Project

- Developed an application to store and share user-made soccer match predictions.
- Implemented a RESTful API using Go and MySQL.
- Implemented Google Oauth2 authorization and authentication with scs session manager.

SocialGaming (C++) *Oct 2024-Dec 2024*

Group Personal Project

- Developed an application to develop customizable games written in a JSON-like language.
- Successfully parsed the JSON-like instructions into a tree-sitter to then parse the tree-sitter into objects used in the game loop.
- Used runtime polymorphism, compile time polymorphism, and function overloading while minimizing coupling to create a flexible and extendible design.

Winnable (Full-Stack MERN deployed with Google Cloud and Vercel) *Feb 2024-Apr 2024*

Group Project

- Designed, developed, and deployed an application to make gaming decathlons.
- Implemented WebSockets using ws for real-time lobby updates.
- Implemented Discord authorization and authentication using Express sessions.

PairCode (Go, Docker, React Typescript) *Nov 2024-Nov 2024*

Group Hackathon Project

- Developed a web application where SFU students can work on LeetCode problems with other random students to make LeetCode practice more fun and productive.
- Implemented WebSockets using Gorilla for students to live share their code.

Extracurriculars

UBC Current Dragon Boat Paddler *Aug 2023-Present*

Regional Team Swimmer *Aug 2014-Aug 2021*