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Kai Schuyler Gonzalez

Software Engineer

Portfolio: kaischuyler.com
github.com/kaischuygon
linkedin.com/in/kaischuyler

Detail-oriented software engineer and designer with a passion for creating fulfilling user experiences through efficient software and pixel-perfect design. Experienced primarily in full stack development, mobile app development, and web design.

Skills

Languages	Python, Javascript, C/C++, Kotlin, Swift
Tools	Node.js, React, iOS SDK, Android Studio, Relational Databases, Unity, .NET
Additionally	Native Spanish Speaker, Photoshop, Illustrator, Premiere, Figma

Technical Experience

Student Developer <i>University of Colorado Office of the Registrar</i>	June 2021 — January 2022 <i>Boulder, CO</i>
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- I wrote software to assist internal functions of the Office of the Registrar, mainly in the .NET framework.

Transportation Assistant <i>University of Colorado Environmental Center</i>	October 2019 — January 2021 <i>Boulder, CO</i>
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- Collaborated with coworkers to organize and execute various sustainability outreach programs.
- Coordinated across university and city offices to assist in day to-day operations, including assisting staff and students at the university.

UCAR Web Application <i>Capstone Project</i>	September 2021 — May 2022 <i>University of Colorado</i>
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- A web application sponsored by the University Center for Atmospheric Research developed for my senior capstone.
- I worked with 6 other students and UCAR to create a fully realized web application over the course of a year.
- Tools used: React, Tailwind, TypeScript.

History Through Battleship <i>Software Development Project</i>	September 2020 — December 2020 <i>University of Colorado</i>
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- An educational web-game developed for a course at CU Boulder.
- I worked with a small team to create a project utilizing agile development strategies over the course of a semester.
- Tools used: Node.JS, Bootstrap, Express, Heroku.

Education

Bachelor of Science in Computer Science — <i>University of Colorado, Boulder, CO</i>	August 2018 — May 2022
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- Minor in Creative Technology and Design.
- Major GPA: 3.6

Information Science Abroad Program — <i>Uppsala University, Sweden</i>	January — June 2021
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- Active member of student-run groups called nations.
- Member of the engineering student union.