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Boulder, CO  
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# Kai Schuyler Gonzalez

## Software Engineer

Portfolio: [kaischuyler.com](https://kaischuyler.com)  
[github.com/kaischuygon](https://github.com/kaischuygon)  
[linkedin.com/in/kaischuyler](https://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, computer graphics and web design.

### SKILLS

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

### TECHNICAL EXPERIENCE

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

<b>Transportation Assistant</b> <i>University of Colorado Environmental Center</i>	<b>October 2019 — January 2021</b> <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.

<b>UCAR Web Application</b> <i>Capstone Project</i>	<b>September 2021 — May 2022</b> <i>University of Colorado</i>
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- A full-stack 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.

<b>History Through Battleship</b> <i>Software Development Project</i>	<b>September 2020 — December 2020</b> <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

<b>Bachelor of Science in Computer Science</b> — <i>University of Colorado, Boulder, CO</i>	<b>August 2018 — May 2022</b>
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- Minor in Creative Technology and Design.
- Major GPA: 3.5

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