Kai Schuyler Gonzalez

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Software Engineer

I am a software engineer with 2+ years of experience computer graphics. Through personal and professional projects, as well as relevant coursework and strong 3D math skills, I have a well-rounded view of the computer graphics field. I have experience with tools including Unity and Unreal, as well as experience in modern graphics APIs including OpenGL and shading languages like GLSL.

WORK EXPERIENCE

CU Boulder Office of the Registrar • Boulder, Colorado • 06/2021 - 01/2022
Student Software Developer
- Wrote software to assist with internal functions, mainly in the .NET framework using C#.
- Wrote multiple selenium applications that automated tasks for the office.
- Updated, debugged and documented legacy code used by the office.

UCAR • Boulder, Colorado • 08/2021 - 05/2022
CU Boulder Capstone Project
- I worked alongside 6 other students and a project sponsor to create a web application over the course of 2 semesters.
- Lead exercises such as sprint planning and team standups.
- Kept the team on track to meet project deadlines on time.
- Communicated with sponsor to keep them updated on the status of the project.

CU Boulder Environmental Center • Boulder, Colorado • 10/2019 - 12/2020
Student Transportation Ambassador
- Assisted in the day to day internal operations of the office, mainly in the public transportation department.
- Helped organize the Environmental Center's ski bus for students.
- Promoted sustainability events and services on campus through multiple outreach programs.

EDUCATION

Bachelor of Science - BS in Computer Science

University of Colorado Boulder • Boulder, Colorado • 07/2018 - 08/2022

SKILLS

OpenGL, C / C++, C#, CSS, Git, HTML, iOS SDK, JavaScript / Typescript, Node.js, Python, React.js, SQL, Swift, Unity