

Kevin Elian González Gómez

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EDUCATION

Instituto Tecnológico y de Estudios Superiores de Occidente
Bachelor in Computer Systems Engineering

GPA – 10/10
Expected graduation date: May 2023

Universidad del Valle de Atemajac
Technical Specialization in Programming

GPA – 10/10
August 2015 – June 2018

WORK EXPERIENCE

Toshiba Global Commerce Solutions

Software Developer Intern

September 13th, 2021 – Current

- Implement efficient and clean code solutions in their POS front-end admin panel using **Vue.js** and **Typescript**.
- Improve team efficiency by proposing and implementing different design patterns and best practices.
- Maintain backend and debug to fix different bugs using **Java** in a microservices architecture.

MAJOR PROJECTS

Online Multiplayer Tic-Tac-Toe

May 2021

Built a website to play the game in real time using the **Socket.io**'s library.

- Developed the backend to handle player connections and event-based real time communication.
- Designed and implemented the front end to create or join a new game and handle the backend events.
- Implemented popup messages and animations using **HTML**, **CSS** and **JavaScript**.

Clothing & Fashion Ecommerce Website

September 2020 – December 2020

Built an ecommerce like website to display different clothing products and place orders on your account.

- Built a rest API using express in **Node.js** to manage products, orders, users, authentication and authorization.
- Implemented a web application to add, update and delete the products that show on the main website.
- Designed the interface to be responsive and mobile friendly using **Bootstrap** and **CSS**.

Crypto Currencies Price Checker

April 2020 – June 2020

Built a website to choose between different crypto currencies and display its current price and 24h change in real time.

- Implemented a personalized rest API to filter and fetch coins data from the nomics public API.
- Learned to write code using Test Driven Development methodology to better code management.
- Built the frontend using **React** and **TypeScript** to better code readability.

Java Chess Game

June 2020

Built the classic chess game for the CLI with a basic player vs player game mode using **Java**.

- Designed a chess piece's abstract class to inherit common methods and define functions to be implemented.
- Implemented chess rules on each individual piece to validate the next movement on the current board.
- Built a game engine to keep track of current pieces on the board and pass state to the validation functions.

Linear Algebra Calculator

March 2019 – May 2019

Built a desktop application to make Vectors and Matrices operations with an UI made using the **GTK library** in **C**.

- Implemented Vector operations such as magnitude, direction, unitary vector and basic two Vector operations.
- Implemented Matrix operations such as determinant, inverse, transpose and basic two Matrix operations.
- Designed the interface to adjust to different Vector and Matrix sizes using the GTK library in **C** and **CSS**.

Technical Skills: JavaScript, HTML, CSS, C, Java, OOP, Node.js, Structured Programming, React, Python.

EXTRACURRICULAR EXPERIENCE

- Volunteered as part of the **Interns GDL** organization to help students prepare for internships. (05/21 – 07/21).
- Obtained first place out of 100 teams in a Python coding competition in ICPC/ACM format at ITESO. (11/18).
- Academic Excellence Scholarship due to excellence merit at UNIVA. (08/15 – 06/18).

Interests: Environment, Philanthropy, Computing, Science, Physics, Lifestyle.