

# Luis Gonzalez

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## Education

**BACHELOR OF SCIENCE | 2020 | GEORGIA INSTITUTE OF TECHNOLOGY**

- Major: Computer Science
- Concentration: Info-networks and Intelligence

## Experience

**RUNNER | FAVOR | SUMMER 2016**

- Maintained high standards of customer service while working in a high volume and fast passed operations.

**WAITER | MELLOW MUSHROOM | SUMMER 2015**

- Developed and maintained positive working relationships with customers and co-workers to reach business goals.

## Projects

**JOT: THE SIMPLE LIST AND TASK MANAGER**

- Designed and built this iOS application to help users create and keep track of everyday lists and tasks.
- Built using the JavaScript ReactNative platform along with various plugins from the npm package manager.
- Built to learn principles behind UI design and ReactNative.

**JUMPY LLAMA**

- iOS game designed to be simple and easy to pick up yet provide an addictive and intuitive experience.
- Built using the JavaScript library PhaserJS and made cross platform with Apache's Cordova
- Built to gain a greater understanding of JavaScript and various libraries.

**RUN GOLDY, RUN**

- iOS game designed to be simple and easy to pick up yet provide an addictive and intuitive experience.
- Built using Haxe, HaxeFlixel, and OpenFL to be made cross platform.

## Skills

**PROGRAMMING**

- Java, JavaScript, Python, ReactNative, HTML5 and CSS

**LANGUAGES**

- Fluent in Spanish and English

**OTHER**

- UI design experience, team project experience, GitHub experience