Marco Gonzalez

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EDUCATION

California State University, Los Angeles   **Los Angeles, CA**
BS in Computer Science

SKILLS

Skills: Java | Python | JavaScript | React/HTML/CSS/Bootstrap | Tableau/Data Studio/Google Analytics | GitHub/Jira| HPC

WORK EXPERIENCE

We2Link   **Los Angeles, CA (Virtual)**
Software Developer Intern   *August 2022 – May 2023*
- Migrated We2Link's Want2Remember mobile app to a web app by building web components with React and Tailwind CSS. Enabled such built components to work with Firebase functions such as saving personalized user settings/data.
- Conducted PR reviews to ensure clean and stable code to merge to our main branch by using the browser's console and a Firebase emulator. Ensured effective communication with team members by providing requested changes via GitHub, Jira, and Slack.
- Initiated 1-1 call(s) with colleagues to exchange optimal UI/UX practices for components in development.

Johnson and Johnson   **Los Angeles, CA (Virtual)**
Technology Intern   *June 2022 – August 2022*
- Designed Agile User Stories (JIRA) for the Strategic Customer Group (SCG) site by meeting with technology leads and stakeholders to capture business requirements while ensuring proper UI/UX design requirements.
- Created a SharePoint site for Ponvory. Worked with and guided brand partners to leverage existing site's UI, develop a strategy for the site's structure, and incorporate Ponvory brand requirements for the new site. Proceeded to build the site.
- Built analytics dashboards using Data Studio that met business requirements for Spravato. Pulled site data with Google Analytics to compare metrics before and after a website redesign. Presented a demo of the dashboards to leadership, business, and agency teams.

XSEDE's ACSC/C4C   **Los Angeles, CA**
Peer Mentor   *August 2021- May 2022*
- Assisted participants in research question to meet the appropriate scope of workload and time to meet a one week deadline.
- Provided participants with an introductory lecture of data science, Python 3, and the Pandas, Matplotlib, NumPy libraries. Created a sample Python script for participants to reference and run on their local machine (Available on my GitHub).
- Assisted students to clean datasets, create and filter DataFrames, debug their blockers, and create meaningful data visualizations.

Community Partners' The Engineer Factory   **Los Angeles, CA**
Computer Science Tutor   *January 2022 – May 2022*
- Lectured on programming fundamental concepts (binary, types, procedural programming, scope, functions, algorithms).
- Taught app development and introduced the event-driven paradigm using JavaScript on the Code.org platform.
- Created review sessions and practice exams with the instructor to prepare our students for the AP CSP exam. 7 of 11 passed AP exam.

XSEDE's Advanced Computing for Social Change   **Los Angeles, CA (Virtual)**
Data Science Research Intern   *June 2020 – August 2020*
- Learned and worked with multidisciplinary teams to apply data science, computational thinking, and gained computational research experience towards a social challenge.
- Hands-on experience with HPC to run, track, and stop Jupyter Notebook jobs on TACC's supercomputers.
- Used Python's Matplotlib, Pandas, and NumPy libraries to parse CSV files, initialize DataFrames, and create data visualizations with appropriate, effective, and engaging designs.

PROJECTS

Personal Website: https://mgonzalez12000.github.io/marcosWebsite   *January 2022 – Present*
- Developed my personal website with JavaScript, HTML, CSS, and Bootstrap for a responsive design across all devices. Website is continuously being updated and optimized and is being hosted on GitHub Pages.

JDBC client using PostgreSQL: https://github.com/mgonzalez12000/PostgresSQLJDBC   *October 2022 – December 2022*
- Created an ER diagram and schema to design a database with the appropriate key constraints. Created the database by using DDL SQL and then implemented a JDBC client that allows users who don't know SQL to interact with the database.

Cartless: http://mgonzalez12000.github.io/Cartless   *January 2022 – May 2022*
- Developed the front-end and back-end for a prototype shopping list web application that implements human-centered computing fundamentals and showcases a UI/UX driven design. (HTML, CSS, Bootstrap, JavaScript)

GPYES: linkedin.com/posts/marcog12000_gpyes-screenshots-and-documentation-activity-6804208179090726912-7Eau
Spring 2021
- A web application that allows multiple users to connect to a web server, find their friends location, and message them. My responsibilities were overseeing and developing the front-end by using HTML, CSS, Bootstrap, and JavaScript for the Google Maps API. I also assisted in the software documentation DFD (Level 0, 1, and 2).