

Marco Gonzalez

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EDUCATION

California State University, Los Angeles
Perusing a BS in Computer Science (GPA: 3.259)

Los Angeles, CA
Graduation Date: May 2023

SKILLS

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

WORK EXPERIENCE

We2Link

Software Developer Intern

Los Angeles, CA (Virtual)

August 2022 – Present

- Enabling a migration of We2Link's Want2Remember mobile app to a web app by replicating the mobile app's user interface/experience with React web components.
- Being exposed and learning new technologies such as React and Firebase.
- Technologies that I will be working with will be HTML, CSS, JavaScript, React, Firebase, GitHub, and Jira.

Johnson and Johnson

Technology Intern

Los Angeles, CA (Virtual)

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

Peer Mentor

Los Angeles, CA

August 2021- May 2022

- Assisted participants in research question to meet the appropriate scope of workload and time of one week.
- Provided participants with an introductory lecture of data science, Python 3, and the Pandas, Matplotlib, and NumPy libraries. Created a sample Python script for participants to reference (Available on my GitHub).
- Assisted students to clean datasets, create DataFrames, debug their blockers, and create data visualizations.

Community Partners' The Engineer Factory

Computer Science Tutor

Los Angeles, CA

January 2022 – May 2022

- Lectured on programming fundamentals (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 students for the AP CSP exam.

XSEDE's Advanced Computing for Social Change

Data Science Research Intern

Los Angeles, CA (Virtual)

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.

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](https://www.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).