

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 **Los Angeles, CA (Virtual)**
Software Developer Intern August 2022 – Present

- Working to enable a migration of We2Link's Want2Remember mobile app to a web app for my senior design project.
- 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 **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 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 **Los Angeles, CA**
Computer Science Tutor 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 **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.

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).