

Michael Gonzalez

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EDUCATION

University of Delaware

Honors Bachelor of Science in Computer Science, May 2019

EMPLOYMENT

Java Developer - Independence Blue Cross

Feb. 2020 - Present

Implemented backend features for member portals. Developed features for an insurance package assignment tool, using **Java with Spring Data JPA**.

Software Engineering Intern - SevOne, Inc.

Jun 2019 - Aug 2019

Automated the creation of network metric collectors and the generation of JSON files in **Go**. Implemented switchable color schemes and other features for Google Cloud Platform site using **React and CSS**, as part of an **Agile** team.

Teaching Assistant - University of Delaware CIS Department

2016-2017, 2018-2019

Held office hours, graded labs, and guided lab sessions for *Intro to Computer Science* using **Python & Racket** languages.

Research Assistant - University of Delaware

Jun 2017 - Aug 2017

Developed a model of cell proliferation in colons using Netlogo, an agent-based modeling platform.

PROJECTS

- **ARM Runner** (Java) - Teaching tool to step through and simulate execution of AArch64 RISC instructions and provide visual representations of registers and stack memory.
- **PRNG Analysis** (C, CUDA, OpenMP, MPI) - Comparison of different parallel implementations of a pseudorandom number generator algorithm.
- **Band Name Generator** (Python) - Using recurrent neural networks and Markov chains, generates band names and semi-intelligible lyrics.
- **AlbumVis** (Python) - Dynamic album art visualizer using Spotify API.
- **Estuary Game** (Java) - Educational set of games developed in an Agile group environment.

SKILLS

Proficient: C, C++, Java, Python, JavaScript, Go, React, HTML, CSS, SQL, JPA, Docker, Bash, Linux, Android, Git, CUDA, Racket (Scheme), pthreads

HONORS & AWARDS

2017: General Honors Award
2017: DIS/Peter Rees Scholarship
2015-2018: UD 1743 Distinguished Scholar
2015-2018: Diamond State Scholarship

Coursework: Data Structures, Parallel Programming, Computer Architecture, Logic & Programming, Automata Theory, Algorithms, Assembly Language, Advanced Software Engineering, Operating Systems, Machine Learning, Compiler Construction, Artificial Intelligence, Computational Analysis of Big Data, Game Development