# **Niurbelis Gonzalez**

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#### **EDUCATION**

# Florida International University (FIU) | Miami, FL

BS Computer Science Expected Year: 2021

• GPA: 3.5/4.00

Honors: Dean's List: Summer 2019, Fall 2020

Associations: Upsilon Pi Epsilon (UPE), Women in Computer Science (WiCS)

### Miami-Dade College (MDC) | Miami, FL

AA Computer Science May 2019

• GPA: 3.8/4.00

### **SKILLS**

Computer: HTML, CSS, JavaScript(ES6), JQuery, React.js, Node.js, SASS, C++, Java, SQL, Bootstrap, Email

Marketing, MJML, UI/UX Design.

**Tools**: Github, Wordpress, Adobe Dreamweaver, Adobe Photoshop, Adobe XD, Figma.

Languages: English (fluent), Spanish (fluent, native)

#### **CERTIFICATES**

**Email Marketing certification** from HubSpot.

### **WORK EXPERIENCE / PROJECTS**

# **To-Do List Web App** | Shellhacks Hackathon

September 2020

- Full stack web application that involved login authentication to access a private to-do list for students.
- My responsibilities included the design of the app as well as the front-end implementation.
- Technologies used HTML, CSS, JavaScript, Node.js and MongoDB.

### **CollegeWares App** | Software Engineering course project

August 2020 - December 2020

- Exposure to software development using Agile methodology to develop an app exclusively for students to interact and rent textbooks and school material among each other in one platform.
- My title was Object Designer where I took charge of ensuring that the interface reflected the functionality assigned to the subsystem. My duties were not limited to creating Use Cases and Object, Class, and Sequence Diagrams.
- Technologies used Java, Swift, JavaScript and PostgreSQL.

#### **LEADERSHIP**

# Committee Member | UPE Design | Miami, FL

January 2021 - Present

- Researching and creating workshops for students to learn and improve design techniques with a technological focus.
- About 10% of the UPE student community joined this new program and there was an increase in interest in Front-End Development roles.
- Exposure to User Centered design and Product Management.
- Taught visual and graphic design techniques and tools such as Adobe Photoshop, as well as UI/UX
  designing and prototyping with Adobe XD and how it can be used within software (web applications
  and mobile applications).