

NIURBELIS GONZALEZ

COMPUTER SCIENCE

OBJECTIVE

Computer Science student born and raised within an artistic environment and a passion for computers. My objective is to combine my artistic roots with my programming skills and become a Front-End Developer, delivering beautiful but efficient designs and websites.

SKILLS

Programming Languages: HTML, CSS, JavaScript(ES6), C, C++, Java, SQL.

Frameworks and Libraries: Vue.js, Bootstrap.

Tools: Github, Data-Structures, Wordpress,, UI/UX Design, Adobe Dreamweaver, Adobe Photoshop, Prototyping tools such as Adobe XD and Figma.

EXPERIENCE

TO-DO LIST WEB APP - SHELLHACKS HACKATHON 2020

Hands on a 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 frontend implementation. I was exposed to back end technologies such as Node.js and MongoDB.

COLLEGEWARES APP - SOFTWARE ENGINEERING COURSE PROJECT

Exposure to software development using Agile methodology. 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.

ONLINE PORTFOLIO: niurbii.github.io/Personal-website/

EDUCATION

B.S COMPUTER SCIENCE • TO DATE • FLORIDA INTERNATIONAL UNIVERSITY

Polish Java and C programming skills. Acquired knowledge about data structures & algorithms, computer architecture, operating systems as well as databases like PostgreSQL and Microsoft SQL. Member of UPE.

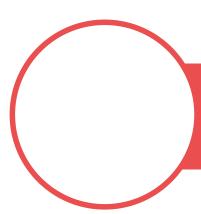
A.A COMPUTER SCIENCE • 05/2019 • MIAMI-DADE COLLEGE Graduated with 3.8 GPA. Obtained skills such as C++ and Java programming.



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COMPUTER SCIENCE

HIGH SCHOOL DIPLOMA • 06/2016 • MIAMI CORAL PARK SENIOR HIGH

Graduate with 3.7 GPA. Spanish Honor Society member. First time hand-on basic web design such as Dreamweaver and HTML.





