

Ricardo Gonzalez

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Education

Tec de Monterrey

B.S. IN COMPUTER SCIENCE AND TECHNOLOGY

Grade 93/100

Monterrey, Mexico

Aug 2017 - May 2020

University of Essex

M.S. IN ARTIFICIAL INTELLIGENCE

Colchester, UK

Oct 2020 - Jun 2021

Work Experience

Facebook Inc.

SOFTWARE ENGINEER INTERN

Seattle, Washington

Jun. - Sep. 2020

- Developed the foundations of the new logging stack for Facebook's web Real Time Communication products (Javascript and PHP)
- Add new UI features for web "Rooms" using React (Javascript)
- Helped in the maintenance and refactoring of our RTC web codebase

Facebook Inc.

SOFTWARE ENGINEER INTERN

Menlo Park, California

May. - Aug. 2019

- Worked with the ConsumerX team that is in charge of the Save and Collections features, which has an impact for 200M+ monthly active users
- Built front-end components and feature for mobile apps using React Native (Javascript and GraphQL)
- Modified the existent back-end infrastructure using the Hack framework (PHP and GraphQL)
- Collaborated among the design plans of the projects

UKKO Solutions

SOFTWARE ENGINEER INTERN

Monterrey, Mexico

May. 2018 - Jun. 2020

- Developed web applications using Ruby on Rails, Webpack, and Docker
- Created and modified scripts for embedded systems in Raspberry PI, using C, GoLang and Python
- Implemented unit testing for the front and back end features using Capybara and Rspec
- Built CI pipelines with the tools given by Gitlab
- Helped in the reviewing of Merge Requests

Projects

Tic-Tac-Toe-HL

MAIN DEVELOPER AND MAINTAINER

May. 2018 - May. 2019

[ttt-hl-react-firebaseapp.com](https://github.com/ricglz0201/ttt-hl-react-firebaseapp.com)

- Created project to experiment with technologies, that's a modification of the popular Tic-Tac-Toe game
- Developed an MVP website using HTML, JS and CSS, then improved the scalability and features in another app ReactJS
- Created an Open Source project that currently has 10+ contributors and 20+ forks on Github
- Implemented CI pipelines for detecting code style issues and deploying Travis CI
- Made use of serverless functions and databases using Firebase tools

Base-Calc

MAINTAINER AND DEVELOPER

Feb. 2020 - Jun. 2020

[www.github.com/ricglz0201/](https://www.github.com/ricglz0201/Base-Calc)

Base-Calc

- IOS app that is an assistant for students which are studying number conversion and operations between different numeric bases
- Built UI components using Swift UI
- Created unit tests for the logical functions and classes of the codebase
- Implemented the CI workflow for testing and building the app