Victor I. Gonzalez
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EDUCATION

Clayton State University   Morrow, GA
- Bachelor of Science - **Computer Science**   Expected: Dec. 2016

Southern Crescent Technical College   Griffin, GA
- Associate Degree of Applied Science - **Computer Programming**   Dec. 2010
- Associate Degree of Applied Science - **Web Design**   Mar. 2010

RELEVANT EXPERIENCE

Zyrobotics – Atlanta GA   July 2016 – Current
- **Front-End / Back-End Development**
  - Created log in and sign up form in Unity using C#.
  - Setup and maintained NGINX and Node.js web servers.
  - Designed and developed a dashboard web page using JavaScript, Node.js and bootstrap.
  - Configured dashboard web page to adhere to current mobile standards.
  - Used serialized data to persist session management for the Unity log in.
  - Integrated Unity3D, Node.js and parse-server
  - Migrated data to cloud based server

Masquerade Atlanta – Atlanta GA   May 2008 – Aug. 2008
- **Flash Development / Graphic Design**
  - Flash Game Development using ActionScript 3.0.
  - Designed flyers to assist company with advertising using Photoshop
  - Integrated ActionScript 3.0, PHP and MySQL

SKILLS

Database	Web Scripting	Web Servers	Game Development	Programming Languages
• MySQL	• JSP	• Apache	• Unity	• Java
• Oracle	• Javascript	• Tomcat	• XNA	• C++
• MongoDB	• Node.js	• NGINX	• OpenGL	• C#

EMPLOYMENT

ACS Company – Conyers, GA   May 2007 – Current
- **Document Design**
  - Design print forms in Microsoft Word.
  - Design logos and update document information.

U-Haul – College Park, GA   May 2014 – Dec. 2014
- **Customer Service**
  - Checked in trucks and inspected to maintain the condition of the truck.
  - Documented condition of trucks and equipment.

PROJECTS

- **Survey System**: Working on a team, we created a survey system that used Java and persisted data using EJB. I created the ability to pass data to and from the survey page.

- **Platform Games**: Contributed to two platform game projects. Designed and developed the tile based engine, collision detection and basic physics using C#.