Santana Gonzales

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Education
  Texas A&M University – College Station, Texas
  B.A. Computing, Class of May 2023
  Minor: Math
  Relevant Coursework: Computation Engineering, Software Design, Data Structures and Algorithms
  Achievements: Department of Engineering Distinguished Student (x2), HSF Scholar

Relevant Skills
  Computer Software – MS Suite, G Suite, Visual Studio, Adobe Photoshop, and Adobe Premiere
  Computer Hardware – Construction, Troubleshooting, and Networking
  Programming Languages – C, C++, C#, Python, Java, Haskell, and Assembly

Work Experience
  Microsoft – Azure Storage Software Engineering Intern   May 2022 – Present
  ▪ Collaborated with the Azure Storage and the .NET team to create essential libraries for the Azure Storage codebase's transition from .NET Framework 4.7.2 to .NET 6.
  ▪ Built a live site portal for on-call engineers for better tracking of current work items and bugs that need to be investigated.

  Texas A&M Department of Engineering – Undergraduate Researcher   July 2021 – Present
  ▪ Created programs for anonymizing, scraping, and analyzing student metadata from CS course submissions sets, with a total of 131,972 submissions analyzed.
  ▪ Leveraged both multiprocessing and threading to guarantee the most efficient processing of data.

Extracurricular Activities & Projects
  Aggie Hispanics in Computing – Student Organization Officer / Treasurer
  ▪ Assisted in managing organization assets
  ▪ Aided companies working with the organization
  ▪ Planned student events along with fellow organization officers

  Hacking for Defense – DoD sponsored program
  ▪ Corresponded with the Army Applications Lab to create a tool for analyzing past project data and predicting future project success
  ▪ Frequently met with industry professionals and Army Application Lab's directors to get feedback on product plans and future solutions

  Aggies Invent: Meta – Texas A&M engineering competition in collaboration with Facebook
  ▪ Brainstormed in a team to innovate and design new solutions to solve some of Facebook's most straining engineering feats
  ▪ Presented ideas to panel of industry and academic engineers and iterated on concepts

  Game Design – STEM Fuse Game Design Top 12 Finalist (2019)
  ▪ Designed various games in the Construct game engine and competed in the STEM Fuse Game Design competition, placing in the top 12 nationally
  ▪ Self-taught experience in the Unity game engine, creating various games and projects