

# Santana Gonzales

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## Education

**Texas A&M University** – College Station, Texas

B.S. Interdisciplinary Engineering, Class of May 2023

Minors: Computer Science and Cybersecurity

GPA: 2.65 Overall (4.0 Scale)

*Relevant Coursework:* Computation Engineering, Software Design, Data Structures and Algorithms

## Relevant Skills

**Computer Software** – Google Suite, MS Suite, Adobe Photoshop, and Adobe Premiere

**Computer Hardware** – Construction, Troubleshooting, and Networking

**Programming Languages** – C++ and Python

**Other Skills** – Detailed Oriented, Teamworking, and Team Leadership

## Work Experience

**Texas A&M Department of Engineering** – Student Technician

July 2021 – Present

- Assisted professors of computer science with research in cybersecurity and computer science education
- Engineered programs that could both handle and analyze data for later use in academic writing

**Mathnasium** – Math Instructor

Nov. 2020 – Aug. 2021

- Tutored students in kindergarten through twelfth grade in basic math through calculus
- Overseen three students per hour, with an average of 12 students a day
- Maintained contact with parents to alert them of their child's needs and progress

**Home Depot** – Order Fulfillment Associate

Dec. 2018 – Aug. 2020

- Coordinated with a team to gather items throughout the superstore to complete various orders, often gaining \$15,000 to \$20,000 for the store in revenue each day
- Expedited order availability before deadlines to ensure timely availability

## Projects

**Undergraduate Research** – Gained experience in both research and software development

- Analyzed student submissions from past semesters in search of common critical errors, and how to better communicate errors to the student
- Uploaded some of my work to my personal GitHub (<https://github.com/santanag1223>) to be reviewed by others, but most of my work must stay private to the University

**Aggies Invent: Facebook** – Competed in TAMU design competition sponsored by Facebook

- Collaborated within a team to innovate and design new solutions to help solve some of Facebook's engineering feats

**Video Game Design** – National finalist in STEM Fuse Video Game Contest

- Competed and placed in the National STEM Fuse Video Game contest as a solo developer
- Currently creating in Unity and creating smaller projects