Santana Gonzales

College Station, TX | (832) 683-9243 | santanag1223@gmail.com | https://github.com/santanag1223

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, Visual Studio, VS Code, 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
- Worked 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.

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: Facebook – Texas A&M engineering competition in collaboration with Facebook
- Collaborated in a team to innovate and design new solutions to solve some of Facebook's most straining engineering feats

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