Santana Gonzales

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Education
Texas A&M University, College Station, Texas
August 2019 - May 2023
Bachelors of Arts in Computing, Minor in Mathematics
Awards: College of Engineering Distinguished Student (x2); HSF Scholar

Relevant Skills
Programming Languages: C, C++, C#, Python, Java, Haskell, Assembly
Tools & Technologies: Git, CLIs, Visual Studio, Excel, Azure, Photoshop, Unity
Hardware experience: Computer construction, networking, troubleshooting

Work Experience
Microsoft, Azure Storage
Software Engineer (Full-time) | July 2023 - Present
- Accompanied the Networking & Encryption team to improve and maintain security across Azure Storage's services by designing, building, and testing new Azure Storage features.
- Directly oversaw Azure Storage's fleet of servers via multiple cloud interfaces to maintain the health of Azure services and infrastructure.
- Interpret service metrics and formulate a plan of action to return customers to operational.

Software Engineer Intern | May 2022 - August 2022
- Collaborated with the Azure Storage and dotNET teams to create essential libraries for transitioning Azure Storage to a modern runtime.
- Drove down request processing time by approximately 15% across 4 of Azure Storage's services.

Texas A&M, College of Engineering
Undergraduate Researcher | July 2021 – July 2023
- Created software for analyzing trends in CS course work from over 130,000 student submissions in order to allow professors further insights into student understanding.
- Leveraged TAMU's high performance computing clusters by designing software to be parallelized via multithreading and multiprocessing.

Extracurricular Activities & Projects
Aggie Hispanics in Computing – Student Organization Officer
- Expanded AHIC membership through digital and on-campus campaigns, significantly contributing to the growth of the Hispanic computer science community at Texas A&M.
- Organized and promoted student events in partnership with company sponsors, driving engagement and fostering valuable networking opportunities.

Game Development / Design – STEM Fuse Game Design Top 12 Finalist
- Designed various games in the Construct game engine and competed in the STEM Fuse Game Design competition, placing in the top 12 across the U.S.
- Implemented algorithms for path-finding and AI decision-trees, utilizing computer science fundamentals to create dynamic game play, and a challenge for gamers.
- Leveraged knowledge from computer graphics coursework to implement ray tracing, shaders, and other visual effects to enhance in game designs.

Hacking for Defense – DoD sponsored engineering-entrepreneurship program
- Coordinated between The Army Applications Lab and various project managers to develop a framework to assist in predicting project viability from generic key performance indicators.

- Conducted in-depth analysis of data from more than 50 AAL projects, where we identified KPIs that correlated with project success, and improved project viability predictions by 20%.