

Santana Gonzales

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Education

Texas A&M University – College Station, Texas

Sep 2019 - May 2023

B.A. Computing, Minor in Mathematics

Awards: *College of Engineering Distinguished Student (x2), HSF Scholar*

Relevant Skills

Computer Software – Proficient with Git, CLIs, Visual Studio, Excel, Photoshop

Computer Hardware – Experienced in computer construction, networking, troubleshooting

Programming Languages – Program using C, C++, C#, Python, Java, Haskell, Assembly

Work Experience

Microsoft, Azure Storage – Intern & Fulltime SWE

May 2022 – Present

- As an intern, I collaborated with the Azure Storage and dotNET teams to create essential libraries for transitioning Azure Storage to a modern runtime, driving down request-processing time by ~15% for each of Azure Storage's services.
- As a fulltime engineer, my efforts are on the Networking & Encryption team, where I mainly drive new security features to completion - Responsibilities include:
 - Design, Code, Build, and Test new Azure Storage features.
 - Oversee Azure Storage's fleet of nodes via multiple cloud interfaces/dashboards to sustain both Microsoft and external customer services.
 - Debug customer issues to verify service integrity and get customers to an operational state.

Texas A&M, College of Engineering – Undergraduate Researcher

July 2021 – July 2023

- Created data collection and analysis software for CS course submissions in order to discover deeper trends in student learning and understanding.
- Anonymized, scraped, and analyzed metadata from across 131,972 student CS assignments, from over 4 years of taught courses.
- Leveraged TAMU's high performance computing clusters by designing software to be parallelized via both multithreading and multiprocessing.

Extracurricular Activities & Projects

Aggie Hispanics in Computing – Student Organization Officer

- Grew AHIC membership via multiple digital and on-campus growth campaigns, further enabling the hispanic engineering community at Texas A&M to prosper.
- Aided company sponsors working with AHIC by planning and promoting sponsors' campus events.

Game 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.

Hacking for Defense – DoD sponsored engineering & entrepreneurship program

- Collaborated with the Army Applications Lab to create a tool for analyzing past AAL projects and forecasting project success based on selected KPIs.
- Frequently met with industry professionals and Army Application Lab's directors to get feedback on product plans and future solutions.