# 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%.