

XAVIER GONZALEZ

Computer Science at UC Davis

Pronouns: He/Him

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Location: Oakland California

STATEMENT

Being fascinated by the complexity of video games led to my role as a programmer for three team-based games. My ambition is to understand complex concepts in games, such as graphics rendering and AI, including pathfinding.

I have developed and continue to develop key soft skills in communication through my previous leadership roles. Composure under stressful situations and time management are essential qualities I bring to every position.

TECHNICAL SKILLS

Coding Languages:

- C, C++, and C#
- Python
- HTML and CSS

Software:

- Unity
- Premiere Pro and Photoshop
- Github

PROJECTS

Programmer on Video Games:

1. Selva (2022) | 2D adventure platformer
2. Colorezz (2023) | 2D fixed paint shooter
3. Apartment510 (2024) | VR escape room
 - Personal Website built from HTML and CSS (xavierdev.com)

LEADERSHIP

- Student Ambassador for the College of Letters and Science
- Prospective Student Peer Mentor

EDUCATION

Undergraduate (Current)

- BS Computer Science at UC Davis (2023-2027)
- 10 classes at Peralta Community College

RELEVANT COURSEWORK

- Python Fundamentals (ECS 32A)
- Discrete Math (ECS 20)
- Object Oriented Programing in C++ (ECS 36B)

Planned by Summer 2025:

- Machine-Dependent Programming (ECS 50)
- Data Structures and Algorithms (ECS 36C)
- Linear Algebra (MAT 22A)
- Algorithm Design & Analysis (ECS 122A)

ACCOLADES

- 2023 High School Valedictorian
- 2023 HSF Scholar
- 2023 Oakland Promise Scholarship