Xavier Gonzalez

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EDUCATION

University of California Davis

Bachelor of Science in Computer Science   *Expected Graduation:* Jun 2027

Affiliations: College of Letters and Science Student Ambassador (2023 - Present), College Peer Mentor (2023 - Present), College Track (2021 - Present), Gameheads (2022 - Present), HSF Scholar (2023 - Present), Mission Bit Alumni

Relevant Coursework: Computer Organization & Machine-Dependent Programming, Data Structures and Algorithms, Discrete Math, Linear Algebra, Object Oriented Programming.

EXPERIENCE

Gameheads   **Oakland, CA**

Student Programmer   *May 2022 – Present*
- I developed and published three video games, pitching my ideas, communicating progress in stand-up meetings, and setting SMART sprints
- I developed introductory experience with DevOps using docker, game programming using scriptable objects in Unity, game design, and fundamentals of the Unreal engine
- Collaborated with industry mentors to address challenges faced in development, I leveraged adaptability by incorporating feedback and refining code to be more modular and maintainable

PROJECTS

Gameheads   **Oakland, CA**

Apartment 510 | VR Escape Room - CLIENT: Gameheads

Lead Programmer and Level Design   *Jun 2024 – Aug 2024*
- Implemented new script functionality based on Unity XR interaction framework to fit the vision of the game resulting in unique puzzles
- Diagnosed performance issues with the game using the Unity profiler to boost the framerate on the headset to a steady 60fps, also implementing occlusion culling and baked lighting to optimize the game further

Colorezz | Fixed 2D First Person Paint Shooter - CLIENT: Gameheads

Lead Programmer   *Jun 2023 – Aug 2023*
- Established project use of Unity's new input system API to better handle controller support and deal with more complex input allowing for more creative game design
- Oversaw the teaching of Github to teammates so that the project could be safe in a repository leading to successful version control and collaborative teamwork

Selva | 2D Adventure Platformer - CLIENT: Gameheads

Lead Programmer   *Jun 2022 – Aug 2022*
- Headed game design visions through the implementation of fluid and seamless character movement which was praised by a technical board member
- Facilitated team meetings to concisely and effectively address scope and clarity on technical aspects which resulted in a collective understanding of future sprints and obstacles

SKILLS

Technical Skills:
- Programming Languages: C++, C#, C, Python
- Web Technologies: HTML, CSS
- Frameworks: React.js, Unity
- Tools/Applications: Github, Makefile, JSON, GDB debugger, Photoshop, Premier Pro
- Operations: Google Sheets and Slides, Trello

Languages: Bilingual in English and Spanish