Gonzalo Gonzalez

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Senior interested in pursuing PhD in Computer Science with focus on artificial general intelligence

Education

Cornell University Class of 2022

Computer Science Advanced Standing Exam	(PASS) Fall 2018
ENGRD 2110 Object-Oriented Programming and Data Structures	(Grade: A) Fall 2018
CS 1998 Intro to iOS Development	(PASS) Fall 2018

- Teaching Assistant for this course from Spring 2019 to Fall 2020
- Course Instructor during Spring 2021

ENGRI 1210 The Computing Technology Inside Your Smartphone	(Grade: A+) Spring 2019
CS 2800 Discrete Structures	(Grade: A-) Spring 2019
CS 3110 Data Structures and Functional Programming	(Grade: B+) Fall 2019
ECE 2300 Digital Logic and Computer Organization	(Grade: A) Fall 2019
CS 3420 Embedded Systems	(Grade: A+) Spring 2020
CS 1998 Intro to Backend Development	(PASS) Spring 2020
CS 4320 Intro to Database Systems	(Grade: A+) Fall 2020
CS 4410 Operating Systems	(Grade: A-) Fall 2020
CS 4780 Intro to Machine Learning	(Grade: A-) Fall 2020
CS 3152 Intro to Computer Game Architecture	(Grade: A) Spring 2021
CS 4700 Foundations of Artificial Intelligence	(Grade: A-) Spring 2021
CS 4820 Intro to Analysis of Algorithms	(Grade: B) Spring 2021

Miami Dade College (West Campus) Class of 2018 (2016-2018)

Associate of Arts Degree | 4.00 College GPA - Highest Honors

COP1220 Introduction to C++ Programming	(Grade: A) Spring 2018
CGS1060C Introduction to Computer Technology and Applications	(Grade: A) Summer 2017

Experience

YouTube Live (June – September 2021)

Worked on integrating a new transport protocol into YouTube using sockets, threading, protocol buffers and sandboxing along with Google's internal infrastructure in C++ and Python.

Way (July – December 2020)

Worked on iOS and Backend to provide Cornell students and local restaurant owners with a contactless way to order food.

Cornell AppDev (January 2019 -)

Currently on a project team, as a Backend developer (previously an iOS developer for 3 semesters), that develops mobile apps used by thousands of people daily for the Cornell and Ithaca community to benefit from. I have worked on the Eatery app, AppDev Announcements and the Pollo app as an iOS developer. I am currently working on Pear as a Backend developer.

HACKMIT (September 2019)

Participated in the HACKMIT hackathon to (unsuccessfully) develop a solution to a social good problem within 24 hours with my best friend working on Android and myself working on iOS

Summer Research (June – August 2019)

Explored potential optimizations of a microarchitecture like the Flicker with focus on L1 data and instruction caches

AppDev Hack Challenge (2018)

Worked on a social media application for Cornell with one other member from the iOS, Backend, and Design courses

Unity Game Attempt (2018)

Used the Unity Engine to create a 2D platformer game over the summer with animated sprites and a physics engine

Skill Set

Programming Languages: Python, C++, Swift, Java, Typescript, Lua, OCaml, C#

Game Development: Unity, Roblox Developer, libGDX, Box2D

Other: GitHub, Git, zsim, McPAT, cacti