

# GONZALO GONZALEZ

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## Education 🏠

### Cornell University

*PhD in Computer Science*

Ithaca, NY

*August 2024 –*

### Cornell University

*M.S. in Computer Science*

Ithaca, NY

*August 2022 – June 2024*

### Cornell University

*B.S. in Computer Science*    **Minors:** Cognitive Science, Game Design

Ithaca, NY

*August 2018 – June 2022*

## Relevant Coursework 📖

Object-Oriented Programming and Data Structures, Discrete Structures, Functional Programming, Digital Logic and Computer Organization, Embedded Systems, Backend Development, Database Systems, Operating Systems, Machine Learning, Computer Game Architecture, Artificial Intelligence, Analysis of Algorithms, Natural Language Processing, System Security, Foundations of Robotics, Learning Robot Decision Making, Deep Probabilistic and Generative Models, Human-Robot Interaction, Deep Learning, Robot Manipulation

## Experience 🏢

### Google

*Software Engineer Intern | Google Maps*

Mountain View, CA

*June 2022 – August 2022*

Explored and prototyped different ideas to create an internal tool to solve the biggest performance-related quarterly goal which involved data aggregation and analysis, file parsing, time profiling, and API usage in Python.

### Google

*Backend Engineer Intern | YouTube Live*

Boston, MA

*June 2021 – 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.

## Research 🏠

### [PoRTaL](#)

*January 2023 – current*

Currently working under [Sanjiban Choudhury](#) publishing papers like [Demo2Code](#) (Neurips 2023), creating games like [Robotouille](#), and working on using LLMs for planning.

### [human-robot collaboration and companionship lab](#)

*August 2019 – Dec 2019, August 2021 – May 2022*

Worked in [Guy Hoffmans](#) lab under [Matt Law](#) to work on human-robot collaborative design related projects such as working with a virtual agent to [gerrymander districts in Wisconsin](#) and with a [uFactory uArm](#) to brainstorm together with clustered index cards.

### [Computer Systems Laboratory](#)

*June 2019 – August 2019*

Co-authored a [paper](#) by contributing with optimizations explorations of a microarchitecture like the [Flicker](#) with focus on L1 data and instruction caches.

## Leadership 👥

### [No Screws Attached](#)

*January 2023 – current*

My team of 7 engineers and 3 designers won the [GDIAC Showcase's](#) Most Innovative award. I still work as our **Software Lead** because I love games.

### [Recess](#)

*August 2022 – October 2023*

A student startup where I led as **Backend Lead** and coordinated work for 5 engineers I hired. I laid out the foundation for the backend and coordinated with the frontend lead with roadmaps. I left one of the engineers I mentored in charge to focus on my research.

### [Cornell AppDev](#)

*January 2019 – December 2022*

I spent 4 years combined doing iOS and Backend development developing apps that are used by thousands in the Cornell and Ithaca community. I've contributed to many apps (you'll quickly find me [here](#)). I served as **Course Instructor**, lecturing and creating assignments for our student-led iOS and backend courses with about 100 students and I've led a team as **Backend Lead** with 10 engineers working on 5 different applications to ensure deadlines were met.

## Technical Skills 🛠️

**Languages:** Python, C++, Swift, Java, Typescript, Lua, OCaml, C

**Game Development:** PyGame, Unity, Roblox Developer, libGDX, Box2D, Cornell University Game Library (CUGL)

**Backend Development:** DigitalOcean, NGINX, Django Rest Framework, Websockets, Flask, SQLAlchemy, TypeORM, PostgreSQL

**Machine Learning:** Pytorch, OpenAI Gym, Tensorflow, Keras, LLM Prompt Engineering