

# 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 roles 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 point shooter
3. Apartment510 (2024) | VR escape room

Personal Website built from HTML and CSS

## EDUCATION

### Undergraduate (Current)

- BS Computer Science at UC Davis (2023-2024)
- 10 classes at Peralta Community College

## LEADERSHIP

Student Ambassador for the College of Letters and Science

Prospective Student Peer Mentor

## ACCOLADES

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

\*By Summer 2025 will have taken Linear Algebra