

Mario González

Home phone: (1 520) 296-9134

Email: gonzalem@us.ibm.com

Webpage: <http://www.cs.arizona.edu/people/mario/>

Education

B.Sc. Computer Science, University of Arizona, Tucson, AZ, December 2007, *Magna cum Laude*

Technical certificate, Pima Community College, Tucson, AZ (Computer Programming), 2004

Technical certificate, Pima Community College, Tucson, AZ (Business), 2004

Professional Career

IBM January 2008 – Present. Software Development & Support. Tivoli. Software Group.

Volunteer Experience

University of Arizona: single tester of code for the Stork project written in Python. Stork is a utility for software distribution and installation. Teamwork skills and communications skills, as well as strong self-motivation to learn Python and Unix to develop test cases for cryptic and new code, were crucial for the project. Tucson, AZ. Summer 2006.

Pima Community College West Campus: performed maintenance to workstations and assisted administrator to set up network connections and disk images for the Computer labs. Worked mainly in teams. Department of Information Technology. Tucson, AZ. Summer 2004.

Smithsonian Science Institute: assisted in setting up material and organizing space for interactive scientific activities for visitors (mainly families.) Teamwork was necessary for my tasks. Amado, AZ. Summer 2001.

Computer Skills & Knowledge Areas

Windows OS, UNIX OS, C, C++, PHP, Java, Python, Ruby, Prolog, ML, HTML, Intel Assembly, Microchip Assembly, Visual Basic, CVS, Eclipse, PlanetLab, MPI, pthreads, SQL, MySQL, MPD, Perl, LDAP, NFS, MCP, Linux, concurrency, parallelism, distributed programming, software and systems testing methodologies and techniques, software design patterns, object oriented design, Agile software development

Authored and Co-authored Projects

Traffic: a map editor/simulator that allows for the placement of roads and intersections and immediate simulation of vehicle traffic on the map. Developed for a software engineering class by a team of six people for which I was the lead designer/developer. Coded in Java. Designed with UML. Spring 2007.

Emissary: a utility for file distribution over a local area network. Uses the client/server model of the message passing paradigm to transfer files and directories between computers. I was sole designer and developer. Coded in Java. Winter 2006.

Maverik: a program for easily viewing pictures as slide shows or screensavers as well as “tagging” favorite pictures. I was sole designer and developer. Coded in Visual Basic. Summer 2006.

Battleboat: a copy of Battleship, a strategy game. Developed by a team of four people in which I was lead developer/tester. Coded in Java. Designed in UML. Spring 2006.

Test fixture and code for detecting faulty wire connections using the Microchip PIC16F54 chip. Fixture tests 20-wire cables for short- and open-circuit. Co-developed with an electronic engineer. I was exclusive writer of the code that controlled the microprocessor. Coded in (Microchip) assembly. 2005.