

Diego Gonzalez

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EDUCATION

University of California, Los Angeles (UCLA)

Expected June 2027

Bachelor of Science in Computer Science

GPA: 3.63

- **Relevant Coursework:** Software Construction, Database Management Systems, Machine Learning
- **Honors:** Presidential Scholar Award ('25), CS & Math Faculty Awards ('24, '25), and 10+ additional honors

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, TypeScript, C++, C, Java

Web Development: HTML/CSS, React.js, Node.js

Tools & Technologies: Git, Docker, Linux/Unix

Databases: PostgreSQL, MySQL

EXPERIENCE

Machine Learning Project Intern – MathWorks

June 2025 – Aug 2025

- Audited the code structure and pedagogical logic of Machine Learning regression modules, analyzing feature engineering scripts and Deep Learning extensions to identify optimization opportunities.
- Orchestrated task distribution among a 4-person team based on technical strengths, managing the GitHub repository and version control workflow to ensure strict project deadlines were met.
- Published a technical evaluation, synthesizing code analysis into actionable recommendations to improve module engagement, accuracy, and user experience.

Computer Science Supplemental Instructor – El Camino College

July 2024 – July 2025

- Designed and developed instructional materials covering Data Structures, Algorithms and Intro to CS courses for over 120 students across four sections.
- Led 60 collaboration-focused sessions consisting of programming lessons, group projects, and mock exams.
- Organized exam review sessions, driving a 20% average grade improvement among participants.

MESA Mathematics Tutor – El Camino College

July 2024 – Dec 2024

- Provided 40 students with 200+ hours of tutoring support in Calculus, Linear Algebra, and Discrete Mathematics.
- Hosted weekly review workshops with an average turnout of 30 students, reinforcing key mathematical concepts.
- Translated complex concepts into clear, intuitive explanations tailored to students' learning styles.

PROJECTS

AI-Powered Spy Gadget – UCLA Engineering Hackathon

June 2025 – July 2025

- Led the design and fabrication of a wearable spy gadget with hidden sensors and cameras.
- Developed a **React** web app to remotely control the device, stream/record sensor data, and display captured images, which are automatically analyzed by a **Python** backend leveraging the **OpenAI API**.
- Programmed 2 microcontrollers to process and transmit ultrasonic, temperature/humidity, and light sensor readings via **HiveMQ**.

Ice Man – Graphical Game

Sep 2023 – Dec 2023

- Built a 2-D object-oriented graphical game in **C++** from a 50-page specification document, using **OpenGL** and **FreeGLUT** for rendering.
- Implemented AI pathfinding, dynamic enemy behavior, procedural level generation, and multithreading, improving performance efficiency by 30%+.
- Delivered the project 2 weeks ahead of schedule; received perfect score (100%) and recognition from the professor as the top-performing student in the course.