Cayden Scruggs

Software Engineer

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📞 **(864) 696 - 1173**

📍 **Columbia, SC**

🌐 **github.com/CaydenScruggs**

EDUCATION

Bachelor of Science

Computer Science

University of South Carolina

May 2025   Columbia, SC

TECHNICAL SKILLS

- Programming Languages:
  - Java
  - C#
  - Javascript
  - Python
- Foundational:
  - Data Science
  - Unit Testing
  - SCRUM
  - Computer Vision
  - REST APIs
- Tools and Frameworks:
  - Git
  - Node.js
  - Vue.js
  - MS SQL Server
  - Spring
  - Angular.js
- Other:
  - Game Design
  - Linux

RELEVANT COURSEWORK

- Foundations of Computation
- Unix/Linux
- Programming Language Structures
- Advanced Programming Techniques
- Data Structures & Algorithms
- Database System Design

WORK EXPERIENCE

Software Engineer Intern – Swampfox Technologies

May 2024 - current   Columbia, SC

- Developed a Java application to convert Voice User Interfaces (VUIs) from Avaya Orchestration Designer into a new proprietary format.
- Met sprint goals following the SCRUM methodology
- Wrote unit tests interfacing with Jenkins, wrote documentation, and lead meetings to ensure code was meeting company and team standards
- Supported corporate customers in production codebases and live VUIs
- Programming based on Java, Javascript, Typescript, React, Jackson, JSON, XML, PostgreSQL, VXML, and SCXML

Undergraduate Research Assistant – UofSC Dallas Lab

August 2023 - current   Columbia, SC

- Won first place in Discover USC's research presentation competition.
- Developed image segmentation software using OpenCV and Python to detect yeast colonies of different strains, addressing challenges in image processing, transitioning from color range detection to image normalization and circle detection for improved accuracy.
- Developed machine learning models with YOLOv8 in order to identify, segment, and classify yeast colonies for data collection

BI Architect Intern – Denny's

May 2023 – March 2024   Spartanburg, SC

- Developed five intuitive and efficient dashboards using Node.js, MS SQL Server, Vue.js, Power BI, Quasar, and Bootstrap.
- Worked in the Business Intelligence app codebase to create dashboards used throughout the company as well as throughout franchises nationwide
- Learned industry standard methods in web development

Lead Code Sensei (Temporary) – Code Ninjas

May 2023 – August 2023   Mauldin, SC

- Instructed children aged 5-15 in programming basics, game design, Unity Editor/C#, and Roblox game development in Lua.
- Taught simple app development in Python
- Implemented a respectful and patient teaching style, ensuring that complex concepts were explained thoroughly and comprehensibly

PROJECTS

- **Accurate Genetic Breeding Simulation with Ancestry:**
  - Embarked on a comprehensive game development endeavor with a focus on creating an accurate genetic breeding simulation for snakes.
- **2D Adventure Game:**
  - Undertook the challenge of creating a game without a game engine, demonstrating perseverance and problem-solving skills.