

Cayden Scruggs

BI Architect Intern

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☎ (864) 696 - 1173

📍 Columbia, SC

🌐 garterscales.github.io

EDUCATION

Bachelor of Science

Computer Science

University of South Carolina

📅 May 2025 📍 Columbia, SC

SKILLS

- Java
- C#
- Javascript
- SQL
- Python
- C++
- Unix/Linux
- Node.js
- Vue.js
- OpenCV
- MS SQL Server
- Git
- Unity Editor
- Game Design
- Hardware
- GIMP

AWARDS/HONORS

- Palmetto Fellows Scholarship
- Opportunity Scholars Program
- Presidential Scholar
- Dean's Scholar
- Capstone Scholars
- Denny's Hungry for Education Scholarship
- Won first place in a USC ACM coding competition

CAREER OBJECTIVE

Passionate about software engineering and game development. Looking to further my career in computer science and learn as much as I can along the way. Interested in applying programming and algorithmic design to solve novel problems and improve existing solutions.

WORK EXPERIENCE

BI Architect Intern

Denny's

📅 May 2023 - current 📍 Spartanburg, SC

- Created multiple dashboards being used nationwide for financial, training, and franchisee data
- Worked in production codebase alongside other developers, using GIT
- Worked full stack, from database to front end
- Learned industry standard methods in web development
- Brought on for extended internship
- Worked within Microsoft Bot Framework to create interactive chat bot for team

Undergraduate Research Assistant

University of South Carolina- Dallas Lab

📅 August 2023 - current 📍 Columbia, SC

- Creating image segmentation software to detect yeast colonies of different strains using OpenCV and Python
- Working with research team to meet needs and increase efficiency

Lead Code Sensei (Temporary)

Code Ninjas

📅 May 2023 – August 2023 📍 Mauldin, SC

- Taught programming basics and game design to kids
- Learned to explain software in simple terms and walk through code thoroughly
- Worked with the Unity Editor and C# specifically to teach advanced students
- Taught students simple data structures
- Learned the impact that computer skills can have on my community
- Taught students to use Github for version control

PROJECTS

- Accurate genetic breeding simulation with ancestry
- 2D Adventure game made without game engine
- Tutored fellow college students on programming
- SCRUM Board manager written in Java
- PC build focused on gaming in Linux