

Miguelcloyd Reniva

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EDUCATION

University of California Santa Cruz

Bachelor of Science in Computer Science: Game Design

Santa Cruz, CA

Sept. 2017 – Jun. 2021

EXPERIENCE

Software Developer

UC Innovation

Jan. 2022 – Apr. 2023

Irvine, CA

- Developed a Salesforce fundraising app utilizing libraries based on Java, JavaScript, and SQL enabling seamless fundraising transactions with numerous institutions worldwide, offering extensive customization options to meet diverse needs
- Created a dynamic object creation tool for QA testing and Rapid Prototyping, facilitating the generation of objects to simulate a production environment, reducing testing time by 50%
- Pioneered the development of an automated population system, streamlining calculations based on user inputs from donation forms and customizable settings, simplifying the process for institutions and constituents
- Collaborated with clients and cross-functional project teams to address bug fixes, implement feature requests, and refactor code for enhanced runtime and storage efficiency across both front-end and back-end components

Undergraduate Researcher

Cowell College

Dec. 2018 – Jun. 2021

Santa Cruz, CA

- Coordinated public networking events for students, alumni, and professors to foster academic research collaborations and create networking opportunities
- Collected and analyze data to guide research project selection and provided dedicated support to students, alumni, and professors throughout the entire research process
- Participated in a comprehensive leadership workshop focused on guiding effective communication and collaboration among peers, mastering the art of influencing and negotiating in challenging situations, and adapting leadership strategies to diverse environments
- Created weekly newsletters by drafting content and coding interactive newsletters for over thirty subscribers

PROJECTS

Creo | Programmer | *MongoDB, React, Node.js, Express*

Jun. 2023 – Present

- Developing a whiteboarding web app for collaborative idea brainstorming through wireframes and flowcharts using MERN tech stack
- Creating interactable visual collaboration tools, including wireframing, flowcharting, and diagramming, to facilitate effective idea brainstorming and planning
- Implementing backend solutions, for data management and database integration for the website

Bixié | Lead Programmer | *Unity, C#, Photon Unity Network*

Sept. 2020 – Jun. 2021

- Developed a cooperative side-scrolling beat-em-up game as part of college capstone project using Unity, C#, and Photon Unity Network
- Implemented online multiplayer functionality, storytelling components, and puzzle mechanics
- Provided guidance and support to peer programmers in implementing various software solutions, considering runtime and space complexities, scalability, and project timelines
- Collaborated with artists, game designers, and composers to compile weekly builds that aligned with project goals and milestones

TECHNICAL SKILLS

Languages: Java, Python, C#, SQL, JavaScript, HTML, CSS

Frameworks: React, Node.js, Material-UI, Express

Game Engines: Unity, Unreal Engine 4, Phaser