cloid.me
github.com/cloid

Miguelcloid Reniva

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Employment

Software Developer	UC Innovation	Jan 2022 - Apr 2023

- 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

- 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

Programmer	Creo	Apr 2023 - Present

- Developed a web app for idea brainstorming using React and Node.js while following Test-Driven Development practices.
- Created visual collaboration tools, including wireframing, flowcharting, and diagramming, to facilitate effective idea brainstorming, planning, and communication for individuals.
- Implemented dynamic rendering of custom shapes based on user inputs within the web application.

Lead Programmer	Bìxié	Sep 2020 - Jun 2021

- Developed a cooperative side-scrolling beat-em-up game as part of UC Santa Cruz's capstone project using Unity, C#, and Photon Unity Network.
- Implemented online multiplayer functionality, visual novel elements, 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; JavaScript; Python; C#;.
- **Web Development & Other:** HTML; CSS; React; Git.
- **Game Engines:** Unity; Unreal Engine 4; Phaser.

Education

Santa Cruz, CA	University of California Santa Cruz	Sep 2017 - Jun 2021

- Bachelor of Science in Computer Science: Game Design.