

Miguelcloyd Reniva

213-841-7814 | officialcloyd@gmail.com | linkedin.com/in/cloyd | cloyd.me/ | Los Angeles, CA

EDUCATION

University of California Santa Cruz

Bachelor of Science in Computer Science: Game Design

Santa Cruz, CA

Sept. 2017 – Jun. 2021

EXPERIENCE

Software Developer

One Community Global

Oct. 2023 – Present

San Gabriel, California

- Developing an open-source team-management web app that enables users to perform various functions such as project organization, resource management, and time keeping using MongoDB, Express, React, and Node.js
- Implemented web pages with front-end and back-end integration, including the creation of new user submission forms, complete with their respective schemas, and seamlessly connecting them to the overall web-app
- Addressed software defects by fixing issues such as broken server-saving logic with client-sided items and eliminating redundancy through code refactoring
- Conducted thorough testing of pull requests, ensuring code quality and scalability in development environment before being pushed onto production

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

Programming Research Assistant

Baskin School of Engineering

Sept. 2020 – Jun. 2021

Santa Cruz, CA

- Implemented a behavior tree to follow procedural generated roads to be used with various cars types utilizing C++, Python, Unreal Engine 4, CARLA Simulator, and OpenStreetMaps
- Leveraged OpenStreetMap's API to conduct comprehensive testing of the car's data model functionality in real-world road scenarios
- Met with Ph.D. Candidate with weekly meetings to discuss implementations for procedurally generated roads and behavior trees

PROJECTS

Creo | Software Developer | *MongoDB, React, Node.js, Express*

Jun. 2023 – December 2023

- Developing a whiteboarding web app for collaborative idea brainstorming through wireframes and flowcharts using MERN tech stack
- Developing interactive visual collaboration tools for the frontend, encompassing features such as wireframing, flowcharting, and diagramming
- Design and deploy backend solutions to manage data and integrate databases seamlessly for whiteboard projects and user accounts

Bixié - UCSC Capstone | 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