

Eduardo Cruz

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Technical Skills

Programming Languages: Java, JavaScript, Python, HTML/CSS, SQL

Applications: Visual Studio Code, Eclipse IDE, GitHub, Git, MySQL, Oracle VM, Microsoft Office

Education

California State University, Los Angeles

August 2018 - December 2022

Bachelor of Computer Science | GPA: 3.3

Relevant Courses: Object-Oriented Programming, Programming with Data Structures, Web and Internet Programming, Relational Databases, Data Science, Computer Graphics

Projects

Moon Trek: Telescope Augmented Reality

September 2021 – May 2022

- Sponsored by NASA's Jet Propulsion Laboratory to collaborate with fellow students to refine Moon Trek, a Moon mapping and modeling web application.
- Generated 3D models representing the Earth, Moon, and Sun system using the Three.js library, JavaScript, and API data for planetary geometries.
- Conformed to agile development methodologies and monitored milestones through Jira.

University Database

September 2019 – December 2019

- Utilized object-oriented programming in Java to design and implement a database management system that stored information for students, faculty, and staff.
- Implemented features that made the database capable of reading and importing data from CSV (comma-separated values) files, allowing for efficient data input.
- Created a user-friendly graphical user interface (GUI) using JavaFX to interact with the database through various operations, including adding, searching, and deleting records.

Music Genre Classifier

September 2022 – December 2022

- Collaborated with academic peers to build a prediction model that can determine if a song belongs to the rock genre given its audio features.
- Used NumPy and Pandas libraries to collect and preprocess music data from a dataset sourced from Kaggle to remove any missing or irrelevant data.
- Implemented and evaluated the accuracy of random forest, decision tree, and k-nearest neighbors algorithms via Python libraries such as Scikit-learn.