

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 in refining 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.
- Adhered to agile development methodologies and tracked project milestones using Jira.

University Database

September 2019 – December 2019

- Used object-oriented programming in Java to design and implement a database management system that stores information for students, faculty, and staff.
- Implemented features that enable reading and importing of database entries from CSV (comma-separated values) files, facilitating efficient data input.
- Created a JavaFX-based graphical user interface that offers a user-friendly experience, allowing interaction with the database through various operations such as adding, searching, and deleting records.

Music Genre Classifier

September 2022 – December 2022

- Collaborated with academic peers to construct a predictive model capable of accurately classifying songs into the rock genre based on their audio features.
- Implemented and evaluated the accuracy of random forest, k-nearest neighbors, and decision tree algorithms via Python libraries such as Scikit-learn.
- Utilized NumPy and Pandas libraries to collect and preprocess music data from a dataset sourced from Kaggle to remove any missing or irrelevant data.