

# CARLOS OROZCO

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## Education

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### University of Illinois Urbana-Champaign

Bachelor of Computer Science and Linguistics

Expected Graduation: May 2025

Champaign, Illinois

President's Award Scholar — **CGPA: 3.3**

## Technical Skills

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**Languages:** Spanish, Python, Java, SQL, HTML5, CSS, JavaScript, C++

**Libraries/Frameworks:** ReactJS, PostgreSQL, NodeJS, Salesforce, Apex, Bootstrap, Docker, NumPy, Contentful, Rest APIs

**Developer Tools:** VSCode, Git

## Experience

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### Chicago Cubs | Site Link

January 2024 – May 2024

Software Engineer Intern

Chicago, Illinois

- Developed a Video Board Message donation website using **React** and **Node.js**, enabling fans to donate and submit messages for display on the stadium Video Board, processing over **2,000 donations** per season
- Integrated **Stripe API** for secure payment processing and **Salesforce API** for automated record creation, connecting to the Cubs' Stripe account and Salesforce, ensuring accurate and consistent record information across platforms
- Streamlined the donation approval process by creating a separate dashboard with a **Salesforce Visualforce** page that displays the information of pending donations, and allows for easy approval or denial, with instant refunds via Stripe for denied donations
- Utilized **SendGrid** to automate email notifications for donation confirmation, approval and denial, enhancing communication with donors, and eliminating the need for over **6000** emails to be sent manually
- Engineered a script using **Python** and **OneDrive API** that generates an image with a donor's message on the video board and creates a folder in OneDrive for each game containing these images, eliminating the need for manual Photoshop work and saving the charities department significant time

### Marquee Development and Chicago Cubs

May 2024 – Present

Software Engineer Intern

Chicago, IL

- Developed and coded a redesigned company website using React.js and Node.js, providing greater detail to reduce client inquiries and enhance user experience
- Designed the content structure in **Contentful** and utilized its API to dynamically deliver content across the website, enabling anyone in the company to easily make updates and changes without needing developer intervention

## Projects

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### Illini Vex: BCI RC Car

Python | SQLite | NumPy | Raspberry Pi

- \* Processed EEG brain activity from a head set, which was pipe-lined into an SQLite database, making the data available to develop and train a deep neural network model
- \* The data was processed using Python and NumPy in order to interpret EEG signals to control an RC Car

### Open Flights | Source Code

C++

- \* Collaborated with 3 other students to create a graph structure using airport data from the **OpenFlights** database
- \* Employed **Dijkstra's** algorithm finds the shortest path based on haversine distance between two airports
- \* Partitioned the graph using **Kosaraju's** algorithm to find strongly connected subgraphs of airports
- \* Configured the algorithm to support the finding of a path between airports, while enforcing stops at custom landmarks

### Discord Tic-Tac-Toe Bot | Source Code

React JS | Node JS | Discord API | SQLite

- \* Developed a responsive bot in **Discord** that interacted with users on the server by playing a game of tic-tac-toe through the use of the **Discord API**
- \* Created a **SQLite** database to record the all time score between an individual user and the bot
- \* Utilized **React JS** to develop the front end, and **Node JS** for the backend