Edward Carrasco

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Education

University of California, Riverside January 2018 – December 2019
B.S. Computer Science, GPA: 3.32

Mount San Jacinto College September 2012 – December 2017
A.S. Computer Science
A.S. Computer Information Systems

Skills

Programming: C++, C#, C, Java, Python, HTML, CSS, JavaScript
Tools: ROS, Django, Linux, Git, Atmel Studio, Android Studio, Unity, MS Excel
Courses: Embedded Systems, Machine Learning, Computer Graphics, Data Structures and Algorithms, Artificial Intelligence, Operating Systems, Compilers, Computer Architecture, Software Engineering
Languages: English, Spanish

Experience

FIELDS Internship – Frontend Developer Intern July 2019 – September 2019

- Designed and created a dynamic and responsive website using the Django framework to communicate with a database. The website lets Medical researchers create an account, and upload data to a secure database, and visualize their data.

TekVisions Inc – Web Designer May 2017 – September 2018

- Maintained company website using cPanel and Joomla CMS by writing content, updating HTML and CSS layouts, designing and editing graphics and logos.
- Updated custom e-commerce feature using Joomla extensions to support new features and growing business needs.

Leadership

RoboSub UCR – Software Team Lead February 2019 – present
Student organization that builds Autonomous Underwater Vehicles (AUVs) to compete at the annual RoboNation's RoboSub international competition.

- Lead team of 10 students by using Kanban-style boards to assign and track tasks, meeting regularly to get the project's progress, and teaching the codebase to newer members.
- Coordinated with Mechanical and Electrical teams in weekly meetings to ensure smooth systems integration, such as making decisions on the devices the AUVs would use.
- Developed a Python module of states to model the actions that the AUVs can perform (moving, rotating, actuating devices, etc.). These states were used to build state machines to perform complex movements and tasks.
- Wrote extensive documentation on the goals for the student organization, the software systems, how they integrate with electrical components, and guides on how to operate the AUVs.

Projects

Pokemon Battle – Embedded Video Game

- Developed video game in an embedded system environment using state machines to handle game states, combat logic, animations, and controller inputs.
- Integrated multiple components to work together: Nokia 5110 LCD, 16x2 LCD, SNES controller, and ATmega1284 microcontroller.

RocketChat – Android Messaging App

- Lead team of 8 students as Scrum Master, coordinated weekly meetings, and delegated tasks following Scrum guidelines to meet deliverable deadlines.
- Maintained GitHub repository through web interface and via Git commands, tracked team members' code contributions, and resolved merge conflicts.