Edward Carrasco

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Education

University of California, Riverside

B.S. Computer Science

January 2018 – December 2019

GPA: 3.32

Mount San Jacinto College

A.S. Computer Science

A.S. Computer Information Systems

September 2012 – December 2017

Skills

Programming: C++, C#, C, Java, Python, HTML, CSS, JavaScript, SQL

Tools: ROS, Linux, Git, GitHub, Atmel Studio, Android Studio, Unity, Paint.net, Joomla CMS,

Microsoft Office, Excel, Agile / Scrum

Courses: Intro. Embedded Systems, Intro. Machine Learning, Computer Graphics, Intermediate

Data Structures and Algorithms Languages: English, Spanish

Experience

UCR RoboSub – Software Team Lead

February 2019 – present

UCR RoboSub is a student organization that builds Autonomous Underwater Vehicles (AUVs) to compete against 60+ international teams at the annual RoboNation's RoboSub competition.

- Developed a library of Python classes for each of the actions the AUV can perform (move forward, rotate, change depth, shoot torpedoes) that can be put together to form state machines for any number of complex movements or tasks.
- Performed unit test and mock tests by simulating messages sent by sensors to verify the correctness and reliability of the software before testing in the real-world.
- Coordinated with Mechanical and Electrical leads in regular meetings of 10+ members to ensure smooth systems integration.

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.

Projects

Pokemon Battle

- 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 App

- Lead a 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 Git commands, tracked team members' code contributions, and resolved merge conflicts.