Edward Carrasco

carrasco.edw@gmail.com ⬥ (951) 595-9536 ⬥ edcarrasco.github.io ⬥ Riverside, CA

Education

University of California, Riverside   December 2019
- Bachelor of Science, Computer Science

Mount San Jacinto College   December 2017
- Associate of Science, Computer Science
- Associate of Science, Computer Information Systems
- Associate of Arts, Liberal Arts - Mathematics & Science
- Associate of Arts, Social/Behavioral Science

Skills

- **Programming**: C++, C#, C, Java, Python, HTML, CSS, JavaScript
- **Tools**: Git, GitHub, Atmel Studio, Android Studio, Unity, Paint.net, Joomla CMS, Agile/Scrum
- **Languages**: Spanish

Experience

TekVisions, Temecula, CA – Web Designer   May 2017 – September 2018
- Maintained company website using cPanel and Joomla content management system, including writing content and updating layouts.
- Updated custom e-commerce feature using Joomla extensions to support growing business needs.
- Designed, created, and edited graphics such as logos, icons, and other visual elements.

Kohl's, Menifee, CA – Freight Associate   July 2016 – December 2017
- Assisted and established rapport with customers to entice them to buy products that fit their needs.
- Collaborated with team members to ensure new inventory was processed within designated timeframe.

Mt. San Jacinto College, Menifee, CA – Library Assistant   September 2013 – May 2014
- Guided students in finding library resources and using computer software such as MS Word and Excel.
- Processed and catalogued library materials to make them available to students quickly.

Projects

UCR RoboSub   February 2019 – present
Award-winning organization building an Autonomous Underwater Vehicle (AUV) to compete in a yearly international competition.
- Researched and implemented machine learning models to enable computer vision.
- Developed state machines in Python and using ROS to control robot behavior.
- Performed unit test and mock tests to ensure reliability of the software.

Pokemon Battle   May 2019 – June 2019

Video game developed in an embedded system environment.

- Developed video game using complex state machines to create a compact reimagining of the original Pokemon games. The game contains several Pokemon and allows you to battle enemy AI in turn-based combat.
- Integrated multiple displays (Nokia 5110 LCD and a 16x2 LCD) to work together along with an SNES controller on an ATmega1284 microcontroller.

RocketChat   April 2018 – May 2018

Android messaging app that supports group conversations, images, and video messages.

- Lead a team of eight students as Scrum Master, coordinated weekly meetings, and delegated tasks following Agile/scrum guidelines to meet deliverable deadlines.
- Maintained GitHub repository through web interface and Git commands.
- Tracked each team member's contributions and resolved merge conflicts.