

Edgar Valle

Computer Science Major

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EDUCATION

University of Southern California – Los Angeles, CA

January 2023-May 2025

Rensselaer Polytechnic Institute – Troy, NY

August 2021-August 2022

Majoring in Computer Science; GPA: 3.47

SKILLS

- Proficient in C++
- Familiar with Java, Python, Linux, Regex, C, JavaScript, Assembly, MIPS, C#, LaTeX, Swift, CSS, Git/GitHub, Amazon Web Services, Ruby, Ruby on Rails, TypeScript, HTML, HAML, ERB, Web Development, AJAX
- Experienced in working in a team environment, software development life cycle, and system design
- Experienced in Agile methodology, pipelines, and workflows
- Knowledgeable in Data Structures, Algorithms, and Gameplay Programming/Engineering
- Familiar with Unity, SDL/SDL2, and Video Game Physics

JOB EXPERIENCE

Amazon - Amazon Web Services, API Gateway (Egress)

June 2023-September 2023

Software Developer Engineer Intern

- Developed an internal monitoring system for API Gateway's VPC Link feature
- Saved On-Call operators hundreds of hours in time spent resolving tickets related to VPC Link
- Coordinated integration between my team's systems and another internal team's systems
- Engaged in code review, software development life cycle, and system design
- Utilised Ruby, Ruby on Rails, Python, JavaScript, TypeScript, and various Amazon Web Services Products

USC Athletics - Football Video Operations

March 2023-Present

Student Worker

- Member of video crew that captures and edits game and practice film for coaches and players
- Effective communicator during filming games/practices with coaches and video crew
- Quickly adaptable to issues like camera failures or unexpected drills, events, plays, etc.

PROJECTS & CLASSES

ITP 380 - Video Game Programming

Spring 2024

- Gained an essential understanding about technologies and techniques used in the game industry
- Programmed 2D & 3D games like Frogger, Pac-Man, Mario Kart, and Portal
- Engaged in feedback reviews with TAs to ensure proper code styling and bug squashing
- More info on the course [here](#)

Find A Seat

Fall 2023

Group Project

Developed in CSCI301 - Software Engineering

- Concept Android App to reserve seats around campus
- Completed using Android Studio, Java, Gradle, and Firebase
- Styled the user interface using CSS and HTML

NYT Spelling Bee Data Analysis

Fall 2021

Solo Project

Developed in [Data Structures](#)

- Completed in C++
 - Based on The New York Times game, [Spelling Bee](#)
 - Analyzed 1000's of games at high speeds
 - Able to visualize data in multiple ways
 - Able to add custom visualizers easily using different data structures
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