Eduardo Magdaleno

E-Mail: emagdale8@gmail.com

EDUCATION

University of California, Irvine   **September 2017 to June 2021**
Bachelor of Science in Software Engineering
GPA: 3.779

PROJECTS

Gamifying Speech Therapy   **Present**
- Solved the issue where speech therapy patients, ages 3-7, were not engaged enough in their Zoom session with their clinician.
- Enhanced interaction by creating a web application using React and Flask where patients are tasked with completing a world map where each level has X number of activities set by the clinician.
- Demoed to several Speech Language Pathologists over the course of 10 weeks and was able to gather optimal feedback on how to increase the engagement with the children.
- Innovated a game flow where the clinician navigates their patient through a world by using a control panel that sends through sockets the current game state which is implemented with TypeScript frontend and a Python backend.

Search Engine   **February 2020**
- Parsed and tokenized over 37,000 files using lemmatization with Python in order to create an inverted index where users will be able to search for websites by keywords.
- Used MongoDB to create a database where the inverted index of the tokens were kept and where it would return the expected result.

Sleep Tracker   **February 2021**
- Created an application using Ionic that allows users to log their overnight sleep, sleepiness throughout the day, and view their data through linear graphs.
- Plotted their average sleepiness, based on the Stanford Scale, and overnight sleep throughout the week to allow the user to see their hours slept and how they have been feeling using Chart.js.

SHPE Website   **January 2020**
- Developed the front-end settings page where users are presented with options to change their account information using HTML, CSS, JS and Bootstrap.

SKILLS

Java	React	SQL
Python	Angular	MongoDB
C++	Ionic	Agile/Scrum
HTML	Socket.io	Git
CSS/SCSS	TypeScript/JavaScript	Test/Quality Assurance