

Edwin Campuzano

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CORE COMPETENCIES

- Ability to resolve issues through computer programming involving designing, writing, testing, and debugging programs using modern programming languages
- Sound understanding of graphical and descriptive methods in statistics, probability, random variables and distributions, sampling, statistical computing, estimation, regression, hypothesis testing, and analysis of variance, exploratory, and neural networks
- Capability to apply techniques for file organizations on secondary storage, performance, design, and management of large integrated databases, data models, and query languages
- In-depth knowledge of sequential processes, concurrent processes, deadlock, mutual exclusion, semaphores; memory management, processor management, and peripheral device management

EDUCATION

University of Houston: *Houston, Texas*
Bachelor of Science in Computer Science
Dean's List
Cougar CS member
Phi Theta Kappa Honor Society

Graduation Date: *May 2021*
GPA: *3.9*
2019-2020
2019-2021
2019-2021

CERTIFICATIONS

HP & Amazon Web Services: *University Bot-a-Thon's Second Place Winner*
Amazon Web Services: *Operations/Support Engineering Digital Certificate, Cloud Computing 101*
Amazon Web Services: *Analytics and Big Data Digital Certificate, Machine Learning Scientist*

Issue Date: *January 2021*
Issue Date: *December 2020*
Issue Date: *December 2020*

EXPERIENCE

Amazon Software Development Engineer *July 2021 – Current*

- Participate in design reviews to identify and mitigate support risks
- Improve operational efficiency for all service through identification and development of SLAs, metrics, monitors, procedures, tools, and documentation
- Optimize performance by automating procedures previously done by on-call assignee

ACADEMIC PROJECTS - [GitHub.com/Edwin1335](https://github.com/Edwin1335)

Check Engine Light Team Leader, Project Manager *August 2020 – December 2020*

- Guided construction of a fully self-contained and operational video game using Unity engine
- Managed a team of 7 and utilized Discord for communication with team members; Git and GitHub for version control; and Trello for task managing, while serving as the host, creator, and leader of overall process
- Used debugging techniques to identified issues and resolve merge conflicts
- Worked on enemy AI, physics, arts, animation, and other functionalities to enhance feel of the game

Happiness Report Team Leader *August 2020 - December 2020*

- Created data regression models in R language to predict contributing factors that lead to a country's overall happiness
- Identified a data set, cleaned the data, facilitated the testing of two different models, and explained the output
- Calculated and identified the prediction accuracy and interpretability for each model
- Demonstrated comprehensive knowledge of Linear Regression, Classification, Cross Validation, Logistic Regression, Bagging and Random Forest, Bootstrap, Decision Trees, and Neural Networks

Fuel Company Web Application Authenticator *June 2020 - Aug 2020*

- Contributed in building a full-stack website capable of estimating fuel quotes for clients
- Took charge of creating an API and keeping track of client data through Node.js and MySQL, as well as programming user authentication in JavaScript
- Conducted the design and development of the application using HTML and CSS

Battleship Game Project Developer *January 2020 - July 2020*

- Utilized C++ and C# in building two fully functioning games; and .NET Framework to construct a graphical interface
- Executed abstract classes and pure virtual functions to provide common functionality among related classes
- Initiated the re-engineering of a linked list and smart pointers to further enhance logistical skills