

Edwin Salcedo

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EDUCATION

University of Florida

Bachelor of Science in Computer Science

GPA: 3.74

Gainesville, FL

Aug 2021 – May 2025

EXPERIENCE

iOS Software Developer

Lift Notes (Personal Project)

Sep 2025 – Present

Tampa, FL

- Designed, built, and published LiftLog, a weightlifting tracker app using SwiftUI and SwiftData
- Released on the App Store, achieving 70+ downloads and ongoing user growth.
- Collected and integrated user feedback, releasing bug fixes and updates to enhance UX.
- Implemented data persistence and smooth, responsive animations using native SwiftUI
- Utilized XCTest and XCUITest for unit testing

Geospatial Data Science Intern

UF / IFAS Ecosystem Services A.I Lab

May 2024 – Sep 2024

Gainesville, FL

- Built python scripts using Google Earth Engine, OpenStreetMap, GeoPandas, and geemap to extract, filter, and visualize Florida geospatial data for AI model training
- Documented the data pipeline and script usage, writing clear setup and usage instructions for future lab members to reproduce and build upon the work
- Presented findings through a technical slideshow, contributing to the professor's conference presentation, which spurred external interest and new research partnerships
- Researched data collection methodologies in the early project phase, analyzing academic literature to design an effective approach to satellite imagery labeling for AI modeling

PROJECTS

AI Chat App | SwiftUI, Firebase, Swift Testing, SPM

Nov 2025 - Present

- Built an app for users to create their own A.I characters to chat with by using ChatGPT API
- Added Firebase Authentication for anonymous sign in, account creation, and data persistence
- Building reusable components in order to easily build screens
- Incorporating UI testing, Firebase analytics, and Firebase A/B testing

Crypto App | SwiftUI, Core Data, Combine

Jul 2025

- Developed an app that displays live cryptocurrency data from the Coingecko API, including dynamic sorting, search, and 7-day price charts
- Integrated Combine's reactive Pub/Sub model to handle real-time UI updates for API responses, portfolio changes, and search functionality
- Implemented local data persistence with Core Data to track user portfolio holdings for a personal investment view

Toy Dash | C#, Github, Unity Engine, Blender

Mar 2025 – May 2025

- Led game development in Unity for a team project, implementing player movement, parkour mechanics, and audio systems
- Collaborated with a fellow developer and 3D artist to build a cohesive 3D platformer, sticking to our game design document and weekly check-ins
- Managed version control on Github, ensuring smooth integration of code, assets, and ongoing iteration based on peer and advisor feedback

TECHNICAL SKILLS

Languages: Swift, C++, C#, Go, Python, SQL, Postgres, HTML, CSS, GLSL, Javascript

Frameworks: SwiftUI, Vue, Unity Engine, OpenGL

Developer Tools: XCode, Swift Package Manager, Github, VSCode, XCTest, XCUITests, Instruments