

Edyan Cruz

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Education

B.S. in Software Engineering , <i>University of Puerto Rico Mayagüez Campus (UPRM)</i> <ul style="list-style-type: none">• Relevant Courses: Advanced Programming, Calculus I-III, Fundamentals of Computing, Data Structures• Cumulative GPA: 3.93• Honors: Dean's List for academic year 2022-2023	Aug 2022 – May 2027 Mayagüez, Puerto Rico
Google Tech Exchange , <i>Virtual</i> <ul style="list-style-type: none">• Completed accredited coursework and received direct mentorship from Googlers.• Relevant Courses: Applied Data Structures, Careers in Tech, Software Development Studio, Intro to Product Management	Jan 2024 – May 2024

Technical Skills

Languages — TypeScript, JavaScript, Python, Kotlin, C++, Java, HTML, CSS
Technologies — Git, Angular, Node.js, Android Studio, Streamlit, Google Cloud, BigQuery, Linux, Docker, ROS

Experience

STEP Intern , <i>Google</i> <ul style="list-style-type: none">• Integrated a proprietary API into the Google Messages for Web app using Angular and TypeScript which enables direct attachment of images and videos from Google Photos, reducing time spent attaching media by 50%.• Collaborated with a fellow intern to write an engineering design document which addresses accessibility, future extensibility, telemetry, and UX design.• Took the initiative to comprehensively improve the existing end-to-end attachment flow by adding a progress bar and enhancing error handling, delivering a smoother user experience.• Ensured code quality and performance through comprehensive unit testing using Jasmine, identifying and resolving issues efficiently.	May 2024 – Aug 2024 Bellevue, Washington
Mentor for UPRM Hacks Camp 2023 , <i>University of Puerto Rico Mayagüez Campus (UPRM)</i> <ul style="list-style-type: none">• Guided and supported a cohort of 30 students by offering hands-on assistance in coding, app design, and problem-solving using MIT App Inventor.• Improved group collaboration and participation by 30% through a series of interactive trust-building activities, fostering a collaborative and inclusive learning environment.	Jun 2023 – Jul 2023 Mayagüez, Puerto Rico

Projects

Software Architect Leader , <i>RUMarino Autonomous Underwater Vehicle (AUV) Team Project</i> <ul style="list-style-type: none">• Led a team of 3 software engineers in charge of implementing the software architecture for RUMarino's AUV, which will participate in the RoboSub 2024 competition.• Designed a modular software framework using ROS and Docker, enabling easier maintenance and future development.• Developed the task planning framework for the AUV to autonomously plan and execute complex tasks based on sensor data utilizing Python and SMACH.	Dec 2022 – present
ClassCorder , <i>Google Tech Exchange Project</i> <ul style="list-style-type: none">• Led the development of the intuitive dashboard for a lecture recording web application using Python and Streamlit as part of a 3-person group project for Google Tech Exchange.• Implemented Google Speech-to-Text API for multi-lingual lecture transcription and leveraged Gemini and Imagen APIs for lecture metadata generation, significantly improving search efficiency and user experience.• Added scalable data storage using BigQuery and Cloud Storage, enabling efficient access to previously recorded lectures for various users.	Feb 2024 – Apr 2024
FlightTracker Pro , <i>CodePath Project</i> <ul style="list-style-type: none">• Collaborated with a 3-person team to build an flight searching app for Android in Kotlin using Android Studio in 3 weeks utilizing queries from the AviationStack API.• Designed the core UI/UX utilizing layouts and views to display flight data from the API in a list, resulting in an adaptable and user-friendly application for efficient flight searches.• Integrated multiple search query options (flight number, airline, airports) to allow users to filter through specific flights.	Oct 2023 – Nov 2023

Extracurriculars

CodePath Intro to Android Development , <i>Student</i> <ul style="list-style-type: none">• Established a strong foundation in Android development using Android Studio, Kotlin, and XML-based UI design principles.• Developed various Android applications integrating REST APIs and JSON data parsing with a focus on clean and user-friendly UI design.	Sep 2023 – Nov 2023
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