

Edyan Cruz

✉ edyancruz@outlook.com ☎ (787) 543-5875 🌐 github.com/JuanDelPueblo 📍 edyan.me

🎓 Education

Software Engineering, *University of Puerto Rico - Recinto Universitario de Mayagüez* Aug 2022 – May 2027
4.00 GPA

Pre-engineering, *Escuela Superior Ocupacional y Técnica de Yauco* Aug 2018 – Jun 2022
Learned about electronics, semiconductors, robotics, and programming.
4.00 GPA

📖 Courses

Intro to Computer Programming I, *University of Puerto Rico Mayagüez*

- Used Python to learn fundamental programming concepts such as variables, control flow statements, functions, and file management.

Advanced Programming, *University of Puerto Rico Mayagüez*

- Utilized C++ to delve into advanced programming topics, including object-oriented programming, recursive functions, and complex projects.

Foundations of Computing, *University of Puerto Rico Mayagüez*

- Covered basic concepts of discrete mathematics, providing a foundation for understanding computational algorithms and problem-solving.

📜 Certificates

freeCodeCamp Responsive Web Design Developer Certification [🔗](#)

💻 Skills

Programming Knowledge

Python, C++

Web Development

HTML, CSS, Bootstrap,
Webpack

Linux Server Management

Web servers, Docker, Git

Robotics

ROS

📁 Projects

Integral Approximator, *Personal Project* [🔗](#)

Feb 2023

- Created a Python-based GUI program for approximating integrals, employing multiple libraries.
- Demonstrated strong problem-solving skills in developing an efficient and user-friendly application.
- Showcased proficiency in Python programming and familiarity with mathematical concepts related to integrals.

Data filter for simulated Unmanned Underwater Vehicle (UUV), *RUMarino Project* [🔗](#)

Jan 2023 – Feb 2023

- Developed a data filtering system for a simulated Unmanned Underwater Vehicle (UUV) as part of the RUMarino Project.
- Utilized ROS (Robot Operating System) and Python to design and implement the filtering system.
- Successfully filtered through large amounts of data and retransmitted only the pertinent information in a simpler format.

Website for game community, *Personal Project* [🔗](#)

Oct 2021

- Designed and developed a visually appealing website for a gaming community as a personal project.
- Utilized HTML, CSS, and Bootstrap to create a professional and engaging user interface.
- Ensured the website's responsiveness and compatibility across various devices and screen sizes.

🏠 Organizations

RUMarino Team Autonomous Underwater Vehicle, *Software Developer*

Dec 2022 – Present

- Currently serving as part of the Software Architect division, responsible for optimizing the deployment of software modules developed by other software teams.
- Engaging in regular teamwork and coordination to ensure efficient and effective software deployment.
- Demonstrating strong problem-solving skills and a deep understanding of software architecture principles in the development process.