



Edyan Cruz

✉ edyancruz@outlook.com

📍 Yauco, Puerto Rico

🌐 edyan.me

☎ (787) 543-5875

🐙 github.com/JuanDelPueblo

in linkedin.com/in/edyan-cruz-118b30244/

Education

B.S. in Software Engineering, *University of Puerto Rico Mayagüez Campus (UPRM)*

- **Relevant Coursework:** Advanced Programming, Calculus I-III, Fundamentals of Computing, Data Structures (currently enrolled)
- **Cumulative GPA:** 4.00
- **Honors:** Dean's List for academic year 2022-2023

Aug 2022 – May 2027
Mayagüez, Puerto Rico

Google Tech Exchange

- Accepted to Google Tech Exchange, a semester-long virtual academic program with courses taught by Google engineers, one-on-one mentorship sessions, and career planning support.

Dec 2023 – May 2024

Technical Skills

Languages (C++, JavaScript, TypeScript, Kotlin, Java, Python), **Technologies** (Git, Node.js, Linux, Docker, ROS, HTML, CSS)

Experience

Software Architect Leader, *RUMarino Autonomous Underwater Vehicle (AUV) Team*

- Led a team of 3 software engineers in the design, implementation, and maintenance of the software architecture for RUMarino's AUV, which will participate in the RoboSub 2024 competition.
- Designed the AUV's software architecture in collaboration with other divisions, enhancing modularity, scalability, and ease of maintenance through the use of **ROS** and **Docker**.
- Developed the task planning framework for the AUV to autonomously plan and execute complex tasks based on sensor data utilizing **Python** and **SMACH** (state machines).

Dec 2022 – present
Mayagüez, Puerto Rico

Mentor for UPRM Hacks Camp 2023, *University of Puerto Rico Mayagüez Campus (UPRM)*

- Guided and supported a cohort of 30 students, 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

Discord Applications Bot, *Personal Project*

- Created a user-friendly Discord bot using **TypeScript** and **Node.js**, allowing server moderators to seamlessly collect, manage, and organize user applications within the platform interface.
- Added CSV export of form data by employing the **Sequelize** library to integrate **SQLite** as a **relational database**.
- Improved code quality and reliability by conducting a comprehensive rewrite from **JavaScript** to **TypeScript**.

Jun 2023 – Jul 2023

Snake Game, *Academic project (Source code available upon request)*

- Developed an unique variant of the Snake video game in **C++** using the OpenFrameworks toolkit for the Advanced Programming course.
- Collaborated with a partner throughout development, resulting in an organized and well-tested project while demonstrating effective teamwork.
- Implemented swappable sprites for the snake with smooth locomotion, optimizing load times by 50% through the use of a memory cache.

Apr 2023 – May 2023

Integral Approximator, *Personal Project*

- Built an user-friendly **Python** GUI program for approximating integrals, employing multiple libraries such as **Sympy** for calculating integrals and **PySimpleGUI** to render the GUI.
- Integrated classes for the GUI and the integral approximation algorithms, showcasing proficiency in **object-oriented programming** with **Python**.

Feb 2023 – Feb 2023

Extracurriculars

UPRM Competitive Programming Team, *Member*

- Collaborated with a team of three members, including myself, to solve challenging programming problems utilizing **C++**, fostering effective communication, teamwork, and creative thinking.
- Achieved the title of Regional Champion for Puerto Rico at the **2023 ICPC Caribbean Finals (Qualifier) competition**, securing a **gold medal** and an impressive 38th place ranking among all participating groups from Caribbean nations.

May 2023 – present

CodePath Intro to Android Development, *Student*

- Developed individual Android apps, learning about **Android Studio**, **Kotlin**, and **layouts using views**.
- Collaboratively built apps emphasizing **UI design**, **REST API integration**, and **data parsing**.
- Led a team project for "Demo Day," demonstrating skills in product specs, wireframing, and app development.

Sep 2023 – Nov 2023

Google Tech Immersion, *Scholar*

- Invited to participate in Google Tech Immersion, an exclusive 5-week remote program for aspiring engineers from HBCUs and HSIs that allows selected scholars to work closely with Google engineers to develop core engineering skills and sharpen CS fundamentals.

Jul 2023 – Aug 2023