

# Edyan Cruz

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## Education

<b>B.S. in Software Engineering</b> , <i>University of Puerto Rico Mayagüez Campus (UPRM)</i> <ul style="list-style-type: none"><li>• <b>Relevant Courses:</b> Advanced Programming, Calculus I-III, Fundamentals of Computing, Data Structures</li><li>• <b>Cumulative GPA:</b> 3.91</li><li>• <b>Honors:</b> Dean's List for academic year 2022-2023</li></ul>	Aug 2022 – May 2027 Mayagüez, Puerto Rico
<b>Google Tech Exchange</b> , <i>Virtual</i> <ul style="list-style-type: none"><li>• Completed accredited coursework and received direct mentorship from Googlers.</li><li>• <b>Relevant Courses:</b> Applied Data Structures, Careers in Tech, Software Development Studio, Intro to Product Management</li></ul>	Jan 2024 – May 2024


## Technical Skills

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

## Experience

<b>STEP Intern</b> , <i>Google</i> <ul style="list-style-type: none"><li>• Set to intern with <b>Google's</b> Student Training in Engineering Program (<b>STEP</b>) during Summer 2024.</li></ul>	May 2024 – Aug 2024 Bellevue, Washington
<b>Mentor for UPRM Hacks Camp 2023</b> , <i>University of Puerto Rico Mayagüez Campus (UPRM)</i> <ul style="list-style-type: none"><li>• Guided and supported a cohort of 30 students by offering hands-on assistance in coding, app design, and problem-solving using MIT App Inventor.</li><li>• Improved group collaboration and participation by 30% through a series of interactive trust-building activities, fostering a collaborative and inclusive learning environment.</li></ul>	Jun 2023 – Jul 2023 Mayagüez, Puerto Rico

## Projects

<b>Software Architect Leader</b> , <i>RUMarino Autonomous Underwater Vehicle (AUV) Team Project</i> <ul style="list-style-type: none"><li>• 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.</li><li>• Designed a modular and scalable software framework using <b>ROS</b> and <b>Docker</b>, enabling easier maintenance and future development.</li><li>• Developed the task planning framework for the AUV to autonomously plan and execute complex tasks based on sensor data utilizing <b>Python</b> and <b>SMACH</b>.</li></ul>	Dec 2022 – present
<b>ClassCorder</b> , <i>Google Tech Exchange Project</i> <ul style="list-style-type: none"><li>• Led the development of the user-friendly dashboard for a lecture recording web application using <b>Python</b> and <b>Streamlit</b> as part of a 3-person group project for Google Tech Exchange.</li><li>• Implemented <b>Google Speech-to-Text API</b> for multi-lingual lecture transcription and leveraged <b>Gemini</b> and <b>Imagen APIs</b> for lecture metadata generation.</li><li>• Established a scalable data storage solution using <b>BigQuery</b>, enabling efficient access to lecture details for various users.</li></ul>	Feb 2024 – Apr 2024
<b>FlightTracker Pro</b> , <i>CodePath Project (Source code available upon request)</i> <ul style="list-style-type: none"><li>• Collaborated with a 3-person team to build an flight searching app for <b>Android</b> in <b>Kotlin</b> using <b>Android Studio</b> over 3 weeks utilizing queries from the AviationStack <b>API</b>.</li><li>• Designed the core UI/UX utilizing <b>layouts</b> and <b>views</b> to display flight data from the <b>API</b> in a list, resulting in an adaptable and user-friendly application for efficient flight searches.</li><li>• Integrated multiple search query options (flight number, airline, airports) to allow users to filter through specific flights.</li></ul>	Oct 2023 – Nov 2023
<b>Don't Let Him Cook (Game)</b> , <i>CAHSI Game Jam Project</i> <ul style="list-style-type: none"><li>• Designed and developed a captivating 2D arcade game using <b>Godot</b> and <b>GDScript</b> in just 3 days, achieving third place in the CAHSI Game Jam.</li><li>• Implemented dynamic features such as an animated player character with adaptive properties based on score and a challenging moving obstacle, enhancing gameplay depth and immersion.</li></ul>	Nov 2023
<b>Discord Applications Bot</b> , <i>Personal Project</i>  <ul style="list-style-type: none"><li>• Created a user-friendly Discord bot using <b>TypeScript</b> and <b>Node.js</b>, allowing server moderators to seamlessly collect, manage, and organize user applications within the platform interface.</li><li>• Added CSV export of form data by employing the <b>Sequelize</b> library to integrate <b>SQLite</b> as a <b>relational database</b>.</li><li>• Improved code quality and reliability by conducting a comprehensive rewrite from <b>JavaScript</b> to <b>TypeScript</b>.</li></ul>	Jun 2023 – Jul 2023

## Extracurriculars

<b>CodePath Intro to Android Development</b> , <i>Student</i> <ul style="list-style-type: none"><li>• Established a strong foundation in Android development using <b>Android Studio</b>, <b>Kotlin</b>, and <b>XML</b>-based UI design principles.</li><li>• Developed various Android applications integrating <b>REST APIs</b> and <b>JSON data parsing</b> with a focus on clean and user-friendly UI design.</li></ul>	Sep 2023 – Nov 2023
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- Worked with a 3-person team in building a flight searching app over 3 weeks for CodePath's Demo Day, utilizing strong communication and collaboration skills to deliver a functional and user-friendly application on time.