

Edyan Antonio Cruz Velez

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Education

B.S. in Software Engineering, *University of Puerto Rico Mayagüez Campus (UPRM)* Aug 2022 – May 2027
Mayagüez, Puerto Rico

- **Relevant Courses:** Computer Architecture I-II, Algorithms, Programming Languages, Data Structures, Object-Oriented Programming
- **Cumulative GPA:** 3.93

Skills

Programming Languages — TypeScript, JavaScript, Python, Kotlin, C++, Java, HTML, CSS

Soft Skills — Git, Angular, Node.js, Android Studio, Streamlit, Google Cloud, BigQuery, Linux, Docker, ROS, Blender

Experience

SWE Intern, *Google* May 2025 – Aug 2025
Mountain View, California

- Built an UI component gallery using an internal storybook library for the Gemini web page using **Angular** and **Typescript** to preview and test UI elements in isolation, shortening the development process of UI components.
- Prototyped and assessed the feasibility of features such as temporary chat and conversation grouping, gaining hands-on experience in product ideation and user flow optimization.

STEP Intern, *Google* May 2024 – Aug 2024
Bellevue, Washington

- Integrated Google Photos media picker into Google Messages for Web using **Angular** and **TypeScript**, reducing time spent attaching media by 50%.
- Added a progress bar and enhanced attachments error handling, improving the existing user end-to-end attachment flow.

Projects

RUMarino Autonomous Underwater Vehicle (AUV), *Team Project* Dec 2022 – present

- Led a team of three software engineers to develop RUMarino's AUV software framework utilizing **ROS** and **Docker** to participate in RoboSub 2025.
- Assisted other teams to integrate their software stack into the AUV by handling external dependencies such as **CUDA**, streamlining testing processes and enhancing efficiency.
- Developed the task planning framework for the AUV to autonomously plan and execute complex tasks based on sensor data utilizing **Python**.

ClassCorder, *Google Tech Exchange Project* Feb 2024 – Apr 2024

- 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.

FlightTracker Pro, *CodePath Project* Oct 2023 – Nov 2023

- 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.