

Edyan Cruz

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Education

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

Aug 2022 – May 2027

Relevant Coursework: Introduction to Computer Science, Calculus I, Calculus II, Advanced Programming,

Mayagüez, Puerto Rico

Fundamentals of Computing, Data Structures (currently enrolled)

Cumulative GPA: 4.00

Technical Skills

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

Experience

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

Dec 2022 – present

Mayagüez, Puerto Rico

- 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).

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

Jun 2023 – Jul 2023

Mayagüez, Puerto Rico

- 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.
- Shared career insights and advice to aspiring computer science and engineering students, demonstrating effective communication and interpersonal skills.

Projects

Discord Applications Bot, *Personal Project* [🔗](#)

Jun 2023 – Jul 2023

- 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 easy export of form data to a CSV file by employing the **Sequelize** library to integrate **SQLite**, storing all data in a **relational database**.
- Improved code quality and reliability by conducting a comprehensive rewrite from **JavaScript** to **TypeScript**.

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

Apr 2023 – May 2023

- 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.

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

Feb 2023

- 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**.

Extracurriculars

UPRM Competitive Programming Team, *Member*

May 2023 – present

- 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.

Google Tech Immersion, *Scholar*

Aug 2023

- 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.