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**: Advanced Programming, Calculus I-III, Fundamentals of Computing, Data Structures   Mayagüez, Puerto Rico
- **Cumulative GPA**: 3.91
- **Honors**: Dean's List for academic year 2022-2023

Google Tech Exchange   Dec 2023 – May 2024
- 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.

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*   Dec 2022 – present
- 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.   Mayagüez, Puerto Rico
- Designed the AUV's software architecture in collaboration with other divisions, enhancing modularity, scalability, and ease of mainteinance 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
- Guided and supported a cohort of 30 students, offering hands-on assistance in coding, app design, and problem-solving using MIT App Inventor.   Mayagüez, Puerto Rico
- Improved group collaboration and participation by 30% through a series of interactive trust-building activities, fostering a collaborative and inclusive learning environment.

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 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**.

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 demostrating 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 – 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.

CodePath Intro to Android Development, *Student*   Sep 2023 – Nov 2023
- 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.

Google Tech Immersion, *Scholar*   Jul 2023 – 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.