

# Edyan Cruz

✉ edyancruz@outlook.com ☎ (787) 543-5875 📍 Yauco, Puerto Rico 🌐 github.com/JuanDelPueblo 🖱 edyan.me

## Education

**B.S. in Software Engineering**, *University of Puerto Rico - Recinto Universitario de Mayagüez* Aug 2022 – May 2027  
Relevant Coursework: Introduction to Computer Science, Advanced Programming, Fundamentals of Computing  
4.00 GPA

## Experience

**Mentor for UPRM Hacks Camp 2023**, *University of Puerto Rico - Recinto Universitario de Mayagüez* Jun 2023 – Jul 2023  
Mayagüez, Puerto Rico

- Provided hands-on assistance and support to students, addressing their questions and concerns related to coding, app design, and problem-solving.
- Fostered a collaborative and inclusive learning environment, encouraging teamwork and knowledge sharing among camp participants.
- Demonstrated effective communication and interpersonal skills to connect with and inspire students, nurturing their interest in computer science and engineering.

## Projects

**Discord Applications Bot**, *Personal Project* [🔗](#) Jun 2023 – Jul 2023

- Created a user-friendly Discord bot using **TypeScript** and **Node.js**, enabling an intuitive application form setup and customization for server moderators.
- Utilized Sequelize library to enable smooth data management and storage in **SQLite**, enhancing the bot's functionality.
- Successfully 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

- Created an unique variant of the Snake video game in **C++** using the OpenFrameworks toolkit.
- Demonstrated effective teamwork by collaborating with a partner throughout development.
- Implemented sprites for the snake to enhance the visual appeal and gameplay experience.

**Integral Approximator**, *Personal Project* [🔗](#) Feb 2023

- Created an user-friendly **Python** GUI program for approximating integrals, employing multiple libraries such as **Sympy** and PySimpleGUI.
- Demonstrated strong problem-solving skills by developing an efficient and user-friendly application.
- Showcased proficiency in Python programming and familiarity with mathematical concepts related to integrals.

**Data filter for simulated Unmanned Underwater Vehicle (UUV)**, *RUMarino Project* [🔗](#) Jan 2023 – Feb 2023

- Developed a data filtering system for a simulated Unmanned Underwater Vehicle (UUV) as part of the RUMarino Project.
- Utilized **ROS (Robot Operating System)** in **Python** to design and implement the filtering system.
- Successfully filtered through large amounts of data and retransmitted only the pertinent information in a simpler format.

**Website for game community**, *Personal Project* [🔗](#) Oct 2021

- Designed and developed a visually appealing website for a gaming community as a personal project.
- Utilized **HTML**, **CSS**, and **Bootstrap** to create a professional and engaging user interface.
- Ensured the website's responsiveness and compatibility across various devices and screen sizes.

## Extracurriculars

**UPRM Competitive Programming Team**, *Member* May 2023 – present

- Actively participated in intensive training sessions from ICPC Caribe focused on enhancing problem-solving skills and mastering advanced algorithms and data structures.
- Collaborated with team members to solve challenging programming problems, fostering effective communication, teamwork, and creative thinking.
- Demonstrated dedication and perseverance by consistently practicing and refining programming techniques, resulting in significant improvement in coding efficiency and performance.

**RUMarino Team Autonomous Underwater Vehicle**, *Software Developer* Dec 2022 – Present

- Currently serving as part of the Software Architect division, responsible for optimizing the deployment of software modules developed by other software teams.
- Engaging in teamwork and coordination for efficient software deployment.
- Demonstrating expertise in software architecture principles throughout the development process.

## Technical Skills

**Languages** (Python, C++, JavaScript, TypeScript), **Technologies** (Docker, Git, HTML, CSS, Bootstrap, Webpack, ROS)