

LUIS CRUZ

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For more information visit my portfolio website: <http://3.129.108.131/> (domain name pending)

EDUCATION

B.S. of Computer Science

May 2024

University of Texas Rio Grande Valley / College of Engineering and Computer Science

- Major: Computer Science

PROJECTS

- Dungeons of the Multiverse

- Worked with an advising professor to create software to assist in running sessions of the popular table-top game, Dungeons and Dragons.
- Utilized the Unity engine, which uses the .Net framework, to make requests to OpenAI's ChatGPT to generate a story for the player(s).
- Used an iterative algorithm to procedurally generate the dungeon rooms.

- Homebrew Dripper

- Simple app in the Flutter framework that will take in user-input to convert from USD to BTC or BTC to USD.
- Makes requests to an external website using API to produce the conversion.
- Made unit and integration tests to test classes, tools, and UI respectively.

- Platformer Game

- Simple personal project utilizing the Unity engine. A metroidvania style game.
- Still a work-in-progress.

Leadership

- South Texas College Robotics Club Vice-President
 - Assisted in leading a team in designing, building, and operating a robot used for competition, including both the software and hardware.
 - Raised funds to buy parts for the design of the robot.
- Peer-Led-Team-Learning Leader
 - Assigned groups of students to manage enrolled in courses related to computer science.
 - Worked closely with professors to plan out week-by-week sessions.
 - Led students through activities and homework approved by professors.
 - Assisted students and provided office hours.

SKILLS

- Python, C-Languages, SQL, JavaScript, HTML, CSS, Dart, Ruby
- Worked in frameworks such as Node.js, .Net, Ruby Rails, Flutter
- Understanding of Git and utilization of Github for projects involving teams using a workflow to ensure functionality