

YARIEL MERCADO

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EDUCATION

University of Puerto Rico at Mayagüez

BS Software Engineering *GPA: 3.71*

Mayagüez, Puerto Rico

Expected Graduation Date: May 2024

Relevant Coursework: Object Oriented Programming, Applied Data Structures & Algorithms, Intro to Software Engineering and Development

TECHNICAL SKILLS

Programming Languages: Python, Java, C++
Software Tools: HTML, CSS, Bootstrap, Flask
Other Tools: Git, L^AT_EX, CMake

WORK EXPERIENCE

NVIDIA

ASIC Verification Intern

Remote

May 2022 - August 2022

Google

Tech Exchange Scholar

Remote

January 2022 - May 2022

- Selected, after several interview rounds, to become a part of Google's tech exchange program.
- Acquired **industry best practices** under the supervision of Google project mentors while launching **two** full stack websites.
- Collaborated and received 1:1 mentorship from Google engineers in: applied data structures, **full stack** development, and career orientation.

VIS Technologies

PLC Systems Programmer

Toa Baja, Puerto Rico

December 2019 - January 2020

- **Doubled** the throughput of a bread proofing system by replacing old and outdated PLC panels with newer ones containing a wider arsenal of commands.
- Collaborated with electrical engineers to develop the PLC interface for Holsum's bread assembly line.

TECHNICAL PROJECTS

Pathway Internships

April 2022

- **Deployed** with **Heroku** a full stack, internship review board website alongside teammates.
- Allows users to post internship reviews for a company under their account. Company scores are appropriately updated and ranked.
- Built the backend utilizing the **Flask** framework while the front end was designed with **Bootstrap** in conjunction with HTML and CSS. User data and reviews are **securely encrypted** and stored in **MongoDB**

Embedded Systems Elevator Project

July 2021-December 2021

- Developed a virtual elevator management system along members of the RUMarino embedded division.
- Mentored the first years collaborating with the team and got them up to speed in: **OOP, C++, and Git**.
- Utilizing two Arduinos serially connected to a laptop, the elevator system, written in **C++**, was remotely controlled via a **Python** GUI on a laptop.

Sudoku GUI/Backtracking Algorithm Visualizer

July 2021

- Developed an interactive Sudoku GUI, implemented with the **Pygame** library, which allows users to not only play the game, but visualize how the backtracking algorithm solves the randomly generated Sudoku grid.

ASSOCIATIONS

Computer Alliance of Hispanic Serving Institutions (CAHSI)

August 2021-Present

- Student association network focused on problem solving via coding, as well as professional development and networking.

RUMarino- Autonomous Water Vehicle Club

July 2021-Present

- Alongside the leads of the embedded division at the RUMarino student club, which competes yearly at RoboSub, currently an integral part of the software development process of the vehicle prototype.