

YARIEL MERCADO

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EDUCATION

University of Puerto Rico at Mayagüez
BS Software Engineering *GPA: 3.72*

Expected Graduation Date: May 2024

Relevant Coursework: Object Oriented Programming, Applied Data Structures & Algorithms,
Intro to Software Engineering, Programming Languages (current), Software Design (current)

TECHNICAL SKILLS

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

WORK EXPERIENCE

Google On-Site
Google Chat Backend Intern May 2023 - August 2023

- **Implemented** custom fields for metrics collected from **Spanner** Queue RPCs.
- Surfaced the updated metrics to a live, time-series dashboard tracking over 300 actions & utilized by **dozens** of teams.
- Rigorously **unit tested** the newly created modules built with internal Java frameworks.

NVIDIA Remote
GPU Design Verification Intern May 2022 - August 2022

- **Designed** a metrics dashboard which unified **80** hardware teams' data onto an Excel workbook.
- **Doubled** the efficiency of the development cycle by rewriting the script's logic.
- Parsed CSV, YAML, and XLSX files, organized the data onto **pandas** dataframes, and wrote via the **XlsxWriter** library.

Google Remote
Tech Exchange Scholar January 2022 - May 2022

- Selected, after several interview rounds, to become a part of Google's tech exchange program.
- Learned **industry best practices** under the supervision of Google project mentors while launching two full stack websites.

TECHNICAL PROJECTS

Pathway Internships April 2022

- Deployed with **Heroku** an internship review board website alongside teammates at Google.
- 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. User data is **securely encrypted** and stored along with reviews in a CRUD, **MongoDB** database. Integrated unit testing during development.

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 in: **OOP, C++, and Git**.
- Utilizing two Arduinos serially connected to a laptop, the elevator system, written in **C++**, was controlled via a **Python** GUI on a laptop.

Sudoku GUI/Backtracking Algorithm Visualizer July 2021

- Created an interactive Sudoku GUI, 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 as well as professional development and networking.

RUMarino- Autonomous Water Vehicle Club July 2021-May 2022

- Alongside the leads of the embedded division at the RUMarino student club, formed an integral part of the software development process of the vehicle prototype.