

Peter Cardenas

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EDUCATION

UNIVERSITY OF TEXAS AT AUSTIN

BACHELOR'S OF SCIENCE IN
COMPUTER SCIENCE
Aug 2019 - Present

LINKS

Github:// [PeterCardenas](#)
LinkedIn:// [peter-cardenas](#)
Website:// [petercardenas.github.io](#)

RELEVANT

COURSEWORK

Data Structures
Discrete Mathematics for Computer
Science
Sequences, Series, and Multivariable
Calculus

ORGANIZATIONS

Texas Convergent IoT Build Team
Longhorn Racing
Association for Computing Machinery
UT Programming Club

SKILLS

PROGRAMMING

Java • JavaScript • PHP • HTML/CSS
• SQL • C# • C++ • XAML • Python

TOOLS

NodeJS (Express, Mongoose) •
Firebase • MySQL • Heroku • Git •
AWS (S3 & EC2) • JQuery •
Xamarin.Forms • React Native •
MongoDB • Bash • Unity

WORK EXPERIENCE

7-ELEVEN, INC. | SOFTWARE ENGINEER INTERN

May 2019 - Aug 2019 | Irving, TX

- Collaborated in a 3-intern pod to develop a customer-facing React Native application as beach-head to new customer market in over 68,000 stores
- Conceptualized, architected, and developed complete NodeJS backend along with MongoDB database architecture for entire React Native Application
- Leveraged a NodeJS version of the OpenCV library to create a unique customer engagement experience using computer vision
- Deployed server on AWS EC2 Instance and stored and streamed real-time video and image data on S3 Storage

DAISUKI COACHING | APP DEVELOPER INTERN

Jun 2018 - Sep 2018 | Remote

- Developed an asset portfolio application using C# with Xamarin.Forms
- Implemented Syncfusion library for the creation of charts and graphs
- Optimized styling and UI on front-end using XAML

PROJECTS

UTCS CALENDAR IMPORTER | Web Scraping Application

Aug 2019 - Present | Python, Selenium, Google Cloud Platform

Developed an application that scrapes the UTCS Calendar Website for event information to put onto Google Calendar. Utilized the Selenium library to parse HTML and automate page interaction. Used Google Calendar API through Google Cloud Platform to add event information.

MUSIC SEQUENCER | Full-Stack Web Application

Mar 2019 - May 2019 | NodeJS, HTML/CSS, JS, PostgreSQL

Developed a music sequencer web application which enabled mixing of audio tracks and playing of mixed audio tracks. Hosted with Heroku with a PostgreSQL database for user storage. Implemented WavesurferJS library for audio manipulation and display.

MODEL SCHEDULER | Full-Stack Web Application

Nov 2018 - Feb 2019 | PHP, HTML/CSS, JS, MySQL

Developed a scheduling application to model future class times and locations which would serve the high school student and staff population of over 4,700. Communicated and coordinated heavily with school administration, QA, and Project Managers. Performed and analyzed several rounds of constructive user testing.

DIGITAL CARD GAME | Unity Multiplayer Game

Nov 2018 - Mar 2019 | C#, Unity, UNET

Developed an original digital card game using the Unity Game Engine. Implemented the Unity Networking API for state synchronization and remote procedure calls. Used Object Oriented Programming concepts for players and player objects.

PING PONG CLUB WEBSITE | Web Application

Sep 2018 - Nov 2018 | HTML/CSS, JS, Firebase

Developed club website hosted with GitHub Pages with ranking system. Created and utilized a Firebase NoSQL database to store and live update rankings.