

ANDREW CRUZ

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OBJECTIVE

To obtain a professional position in industry utilizing my relevant experience, technical expertise, and problem solving skills.

EDUCATION

Bachelor of Science in Computer Science
University of California, Riverside

Expected Graduation: June 2019
3.3/4.0 GPA

SKILLS AND COURSEWORK

Programming C++, C, Java, MatLab, HTML5, CSS, JavaScript.
Coursework Intro CS(C++), Data Structures and Algorithms, Software Construction & Engineering
Machine Learning, Virtual Reality, Discrete Systems, Combinatorics, Operating Systems.

WORK EXPERIENCE

AVID Math Tutor May 2016 - June 2017
Moreno Valley Unified School District

- Help students comprehend learning objects set forth in their math classes.
- Clarified lectures and addressed confusions.
- Tailored sessions to groups understanding.

Web Developer February 2016 - April 2016
Aronson Laboratory at UC Riverside

- Created and designed front end of Lab website using HTML5 and CSS inside of Adobe Dreamweaver.
- Created local hub for Researcher's publications and articles.
- Executed good commenting style to allow for future modifications.
- Finished website in a short period of time with no prior experience.

PROJECTS

Ball Hero - Unity Game Spring'19

- 3D Rolling ball Game built using Unity Game Engine.
- Created overall game controller that handles score, time, and health.
- Created in game enemies with range detecting and shooting features.

Boundless Pac-Man - Embedded Systems Spring'19

- Created Pac-Man inspired game using Atmega1248 microcontroller.
- Used concurrent state machine practices in joystick, lcd, led matrix, and game play implementation.
- Created helper functions to aid with population of Pac-Man and enemies onto LED Matrix

R'Park - Android App Fall'18

- It parses UCR's parking lot website to give users real time updates.
- Worked on implementations of Google api's such as Google Maps and Firebase Realtime Database.
- Also on implementations using Android Shared Preferences and Dynamic list creations.