ANDREW CRUZ

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OBJECTIVE

To obtain a position as that will enhance my Software Engineering skill sets.

EDUCATION

Bachelor of Science in Computer Science　　　　　　　　　Expected Graduation: June 2019
University of California, Riverside
GPA: 3.29

TECHNOLOGICAL SKILLS

Programming	C++, C, Java, MatLab, HTML5, CSS, JavaScript, Python.
Software	Android Studio, AutoDesk Inventor, Adobe Dreamweaver.
Operating Systems	Mac OS, Windows, Linux.

RELEVANT COURSEWORK

Intro CS(C++), Data Structures and Algorithms, Software Construction & Engineering,
Machine Learning, Virtual Reality, Discrete Systems, Combinatorics, Operating Systems.

RELEVANT WORK EXPERIENCE

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.

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.

PROJECTS

R'Park - Android App　　　　　　　　　　　　　　Software Engineering 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.

Moth Venom - Web App　　　　　　　　　　　　　　　　Citrus Hack 2016

· Bullet Hell game that responds to audio frequencies of given songs.
· Worked on extracting usable audio frequencies from MP3 files and on collision detection.
· Built using HTML5, JavaScript, and Mozilla's Web Audio API.