

David Cruz

Full-stack Software Development Engineer (Rust, Node.js, C++) seeking position in Software Engineering

 [DvvCz](#) •  [codebycruz](#) • codebycruz@gmail.com • codebycruz.com

San Luis Obispo, CA • (323) 284-5312

Education

B.S. in Computer Engineering

California Polytechnic State University, San Luis Obispo

September 2022 - June 2026

Expected Graduation: June 2026

Microcontrollers - Operating Systems - Graphics Pipeline - Software Engineering - Digital Design

- Engineered a spec-compliant RISC-V CPU Core in **SystemVerilog** with **Vivado** synthesized onto Artix **FPGA**
- Applied **Agile methodologies** using **GitHub Projects** for a sprint based **software development life cycle**
- Built interactive touchscreen graphical interfaces and games from scratch in **C** on **STM32** microcontrollers, interfacing via **UART** and **SPI** according to hardware specifications

Experience

Founder & Developer @ Stealth Social Platform - Remote

May 2025 - Present

- Built a **production-grade** social media platform, entirely self-hosted with **microservice architecture**, built to easily scale for **thousands of daily active users**. Easily deployable and reproducible via **Docker Swarm**
- Implemented **observability** and monitoring infrastructure via grafana, opentelemetry, **Prometheus**
- Secured networking via **wireguard** for admin and **nginx** secured with rate-limiting for DOS protection
- Authored **Architecture Decision Records (ADRs)** and design rationale, promoting quality architecture for **production stability** and resilience

Software Engineering Intern @ Devscribe - San Luis Obispo, CA

June 2025 - September 2025

- Developed **backend authentication**, OAuth integration, **end to end testing**
- Established **developer tooling** and **software documentation**, improving team-oriented workflow efficiency
- Created cutting-edge **live JSX editor** comparable to proprietary alternatives, published as open source on **npm**

Software Developer @ JC Cobra Guard - Los Angeles, CA

April 2022 - May 2024

- Deployed **full-stack applications** using software frameworks such as **TailwindCSS**, **Next.js**, **Node.js**, and **React**, delivering scalable web solutions for **production environments**
- Developed **serverless clock-in applications** with **AWS** and **Twilio**, improving employee convenience and streamlining workforce management processes
- Blocked **>95% automated attacks** via rate-limiting, IP reputation middleware and abuse tolerant architecture

Projects & Research

- Developed a RISC-V assembler and simulator with **Rust** providing computer architecture educational value
- Created programming language **compilers** in **Rust** and **TypeScript** using static analysis and **code generation**
- Engineered extensible, ECS based game engine with **C++** and **OpenGL**
- Drafted custom 16-bit ISA and implemented mockup CPU in **Lua**

Skills

Languages & Core

- Rust**, C#, Lua, C, C++, Java
- JavaScript, TypeScript, HTML
- Windows, Linux, Python
- SystemVerilog**, Tcl, CSS

DevOps & Development

- VCS (Git), GitHub Actions, **Docker**
- Agile Methodologies**, CI/CD
- TestContainers, Docker Compose
- Cloudflare, AWS, Azure

Web & Integration

- Tailwind, **React**, Node.js, Postgres
- Nginx, Redis, Grafana, Prometheus
- Next.js, Express, Koa, **Astro**
- Jest, Playwright, Vite