

Devan Vazquez

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EDUCATION

University of Puerto Rico at Mayagüez

Expected Graduation: May 2024

Bachelor's in Computer Science and Engineering

- **Relevant Coursework:** Data Structures, Algorithms, Software Testing, Programming Languages, Computer Architecture, Automata and Formal Languages, Systems of Databases, Operating Systems, Computer Networks

SKILLS

Languages : Python, C#, C++, C, JavaScript, Java, Lua, HTML, CSS, SQL

Frameworks / Libraries : Unity Engine, Django, React, React Native, Node.js, MERN, Discord API, SQLite, Flask, Pandas

Tools : Github, MongoDB, Express, Git, Visual Studios, VSCode, Notion, Jira, Trello, Slack, Teams, Blender, OBS, Regex, Docker

General skills : Machine Learning, OOP, Databases, Networking, Game-Development, Analytics, Data Science

WORK EXPERIENCE

Microsoft

Jan. 2024 – Present

Software Developer (Capstone)

Remote

- Implemented a fine-tuned **Copilot AI Chatbot** to help assist users with requesting and processing Microsoft Media images. Made using **C# .NET Framework**.
- Developed an API to generate responses using **Microsoft's Semantic Kernel**. Leveraged **Azure Cognitive Service** for context to generate responses.
- **Prompt Engineered** the Copilot to redirect the AI's behavior to better assist users.

Pocket Surf

Dec. 2018 – Present

Founder and Publisher

Isabela, PR

- Founded and Engineered an interactive surfing game using the Unity Engine in **C#**, built for Android and IOS platforms, **available in the Google Play Store and App Store** under the name **Pocket Surf**.
- Over **2000+ global downloads** and growing across multiple countries. Implements monetization strategies for monetary acquisition.

Commvault

May. 2022 – Dec. 2022

Software Engineer Intern

Tinton Falls, NJ

- Developed **back-end software** for users to connect to External Credential Managers (e.g. CyberArk, Azure Key Vault, Hashicorp), **increasing accessibility** for Commvault clients.
- Operated with a group of developers under an **Agile Environment**, using languages such as: **C++, SQL, Java, and Python**.
- Crafted and presented a PowerPoint presentation in front of colleagues, **explaining the benefits** of External Credential Managers and how they can be used alongside Commvault software.

PROJECTS

PandaHat Adversarial

- Implemented existing **Adversarial Attacks** such as the One-Pixel Attack and Carlini/Wagner.
- Performed cooperative Literature Reviews on such attacks, analyzing the patterns and nuances.
- Fine-tuned and tested **Pre-trained Models** (E.g: Resnet-50, ViT, etc) on **Datasets** (CIFAR-10, ImageNet, etc) on various attacks leveraging **Python** and **PyTorch**. Research advised by **Prof. Nayda Santiago**.

DodgeCreeper

- Developed a **Minecraft Server Plugin** that handles the creation and execution of a game of Dodge Ball between players. Contains multiple features such as Automatic Arena Creation, Spawn Point Handlers, PowerUps, and more. Written in **Java** and implements **Object Oriented Programming** practices.

Robot Mining Network

- Programmed using **Lua** a **Server-Client Model** that handles robot entities within Minecraft that allows for area **Scanning**, **Path-finding**, and **Acquisition** of resources within an environment. A master server keeps cached memory of the world and **asynchronously** sends out instructions to multiple client robots.

EXTRA-CURRICULAR

- 2nd Place in Lockheed Martin 2023 AI and Machine Learning Hackathon.
- 4th Place in JPMorgan and Chase 2021 Resiliency virtual Hackathon.
- Active competitive surfer, member of the UPRM Surf Association directive.