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, Spigot
Tools : Github, MongoDB, Express, Git, Visual Studios, VSCode, Notion, Jira, Trello, Slack, Teams, Blender, OBS, Regex, Docker
Interests : Machine Learning, Databases, Networking, Game-Development, Analytics, Data Science

WORK EXPERIENCE

Microsoft Jan. 2024 – Present
Software Developer (Capstone) Remote
- Implementing an **AI Copilot** to help users on the creation process of media instances as part of a Capstone Project. A visual UI along with the ability to gather information from external sources is an expected feature.
- Responsible for using **Azure AI Search** in conjunction with Semantic Kernel to make requests using parameters given by Copilot, using **C# .NET framework** and **React**.

Pocket Surf Dec. 2018 – Present
Indie Game Developer and Publisher Isabela, PR
- Designed, Engineered, Directed, Developed, and Published 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

Ocean-MultiClass
- Created and trained a **Convolutional Neural Network** in order to classify between images of 22 distinct ocean species. Notebook was created in Python using libraries such as **Pytorch**, Numpy, among others.

Armando AI
- Implements the **Discord API**, uses chat data from discord servers in order to train a **Natural Language Model**, which could be invoked to create predicted text of conversations between users.

Robot Mining Network
- Programmed 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

- Member of a Research with the objective of exercising machine learning in order to understand and recreate **Machine Learning Adversarial methods**. Advised by **Prof. Nayda Santiago**.
- 2nd Place in Lockhheed Martin 2023 AI and Machine Learning Hackathon.
- 4th Place in JPMorgan and Chase 2021 Resiliency virtual Hackathon.
- Active competitive surfer, directive member of the UPRM Surf Association