

# Eduardo Salcedo

San Diego, California

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## Summary

I am a growth minded software engineer. I have a passion for solving problems and developing software with intuitive design and functionality. My experience as a software developer intern increased my ability to create scalable programs, and communicate at a high level.

## Technical Skills

- **Programming Skills:** Java, C++, JavaScript, TypeScript, NodeJs, ReactJs, Python, .NET, C#, HTML, CSS, Bootstrap, Materialize, jQuery, Express, PostgreSQL, MongoDB, Ruby on Rails, Git, IntelliJ, Visual Studio, TDD, Unity, Mob Programming, AWS(Lambdas, S3, SSM, API Gateway)
- **Foreign languages:** Fluent Spanish Speaker

## Work Experience

### **General Assembly**

#### **Software Engineer Immersive Student**

##### **Remote**

**01/2020 – 4/2020**

- Three-month, 500-hour full-time and full-stack program in a remote setting, providing experience with the latest front and back-end programming language, tools, and methodologies including: HTML, CSS, Javascript, jQuery, Express, SQL, MongoDB, React, Git, Github, AJAX, and Ruby on Rails.
- Developed projects that implement responsive design and have complex interface modules.
- Full-stack application built and deployed online using Heroku.
- Development of full CRUD applications using cutting edge technology.

### **Hunter Industries**

#### **Software Engineer Intern**

##### **San Marcos, CA**

**05/2019 – 8/2019**

- Develop software using the Mob Programming process and through the use of development practices guided by the Agile Manifesto. Develop and maintain software utilizing Object Oriented Programming.
- Ensure code quality with Test Driven Development.
- Web development using AWS SDK in conjunction with AWS lambda services.
- Development of custom API for use in machine learning data collection.
- Augmented reality mobile application development using Unity, Vuforia and Google ARCore.

### **Code Ninjas**

#### **Code Instructor**

##### **Carlsbad, CA**

**01/2019 – 01/2020**

- Create a positive and safe environment in which students can grow.
- Day-to-day coaching and student engagement.
- Teaching kids from ages 7-14 to code in a fun, and non-intimidating way by playing and building video games.

### **Oceanside Lacrosse Club/395 Starz/Vista High School/El Camino High School**

#### **Lacrosse Coach**

**02/2013- Present**

## Projects

### **Implementation of data structures and algorithms**

- Hash table implementation using both open addressing and chaining
- Using a stack and queue to identify a Palindrome
- Binary search tree implementation
- Set interface implementation
- Implemented a HashMap to read a given text file and store the frequency counts of all the words
- Quadratic and logarithmic sorting algorithms

### **5 Card Draw Poker**

- ArrayList for holding the initially generated or base deck of cards. Also for keeping track of and replacing cards in the player's hand.
- Deque (rather fittingly) for the deck. It was used to hold the remaining cards in the current deck and for drawing cards
- HashMap to score and retrieve player's high scores from the database

**Lacrosse Game Tracker**

- A working full-stack application, using Node.js, Mongoose, Express, Materialize, and EJS
- MVC file structure: Models, Views, Controllers
- 7+ RESTful routes and full CRUD
- Sign up/log in functionality, with encrypted passwords and an authorization flow

**Education****General Assembly****Jan 2020 – April 2020**

Software Engineer Immersive (Remote)

**MiraCosta College****Palomar College****2012 – 2019**

Degree - Computer Science

- **Coursework**
  - Object Oriented Programming
  - Intro to C++
  - Java Data Structures and Algorithms
  - Computer Architecture and Assembly