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Gathrean Dela Cruz

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EDUCATION

British Columbia Institute of Technology   Sep. 2022 – May 2024
Computer Systems Technology, Client/Server Option   *Burnaby, BC, Canada*
- Graduated with Distinction, hands-on training in software development, networking, and systems design.
- Completed projects in full-stack development, mobile app development, and cloud computing, using languages such as Java, C, C++, and C#.
- Developed strong collaboration and problem-solving skills through team-based and real-world technical challenges, simulating professional environments.

EXPERIENCE

Student Developer Internship   Jan. 2024 – May 2024
Agora Arts   *Vancouver, BC, Canada*
- Drove the planning and visualization of a daily AI-driven recommendation system, evidenced by timely project milestones, through extensive research and teamwork among five developers.
- Enhanced communication with our client, as measured by feedback responsiveness, by actively participating in weekly scrum meetings and addressing project updates and challenges via Slack.
- Gained proficiency in code review methodologies, demonstrated by my involvement in collaborative review sessions, while receiving valuable mentorship from our client throughout the internship.

PROJECTS

Nebula (Multi-Instrument Recognition Neural Network) | *Python, TensorFlow*   Nov. 2023 – June 2024
- **Achieved a 56% F1-score** by developing a convolutional neural network (CNN) that processed mel-spectrograms from the OpenMIC-2018 dataset to accurately recognize and classify up to 10 musical instruments.
- Delivered two research presentations–virtually at **WSAI 2024** in Guangzhou, China, and as a poster presentation at **AIM 2024** in San Francisco, USA–by showcasing key findings from this project.

CareLink (Student Peer Support Web App) | *React, Node.js, Express, PostgreSQL*   (Hackathon) Mar. 2024
- Developed the frontend using React, ensuring smooth API integration for peer matching.
- Collaborated on real-time chat functionality, resolving technical issues with web sockets and database interactions.
- Gained hands-on experience in React, API integration, and teamwork through the hackathon project.

OrcaSwipe (Local Events Social App) | *HTML/CSS, Node.js, Express.js, EJS, MongoDB*   May 2023
- Contributed over 15,000 lines of code to enhance the platform's functionality by collaborating in a team of four developers.
- Lead the UI/UX design, using Node.js, Express.js, and EJS, while contributing to backend architecture with MongoDB and Firestore Firebase.
- Secured **Best UI/UX Design** and **Best Teamwork** awards by delivering a seamless and engaging user interface for BCIT's event.

Dungeon Quad (Pixel Shooter Game) | *Java, Processing API*   Jan. 2023 – Apr. 2023
- Created an endless pixel shooter game by developing gameplay mechanics in Java with IntelliJ IDEA, contributing to dynamic user experiences.
- Designed all in-game visuals, including sprites, UI, menus, and background art, by applying creative design principles and tools.
- Improved game performance by identifying and fixing bugs, enhancing the overall gameplay through code refactoring.

Pokemon Team Generator | *Kotlin, ROOM, PokeAPI*   Apr. 2024
- Developed an Android app that integrates PokeAPI and allows users to generate random Pokemon teams by building it with Kotlin and implementing a ROOM database for team storage.

TECHNICAL SKILLS

Languages: Java, C++, C, C#, SQL, JavaScript, HTML/CSS, Python, Kotlin, R, Docker
Frameworks: .NET, React.js, Node.js, JUnit, Material-UI, Bootstrap
Developer Tools: Git, Gradle, VS Code, Visual Studio, Terminal, CLion, IntelliJ, Eclipse, Android Studio, R Studio