Lennon Cruz

626-598-0841 | lennon.c.cruz@gmail.com | linkedin.com/in/lennon-c-cruz/ | github.com/lennoncc | lennoncc.dev/

EDUCATION

University of California, Davis

Bachelor of Science in Computer Science

Dec. 2022 GPA: 3.511

EXPERIENCE

Computer Science Instructor

Jul. 2022 - Present

Juni Learning

Remote

- Working directly with students from ages 8-13 weekly, teaching online private coding courses in Python, PyGame, and Scratch
- Simplified complex Computer Science problems tailored to each students' best method of learning to help build a strong programming foundation

Web Developer Intern

Oct. 2022 – Dec. 2022

Language Center, UC Davis

Davis, CA

- Developed interfaces for web application using ReactJS and ExpressJS frameworks
- Worked with two other web developer interns to develop EyeVocab, a cloud-based, open-source digital vocabulary program

Backend Developer

Oct. 2021 – Apr. 2022

#Include at Davis

Davis, CA

- Developed API calls for a Recipe App using Express, Node.js, and the Edamam API, in collaboration with three frontend developers
- Collaborated with three backend developers to develop the New Viet Nam Studies Initiative's (NVSI) website, utilizing Node.js, Strapi CMS, Heroku, and Cloudinary

Projects

Socket Programming: DNS | Python

June 2023

- Utilized Python's Socket API to implement a DNS Client and Server from scratch
- Implemented DNS protocol specifications, including DNS queries and responses, enabling effective communication with DNS servers
- Enhanced the DNS server with caching functionality to optimize response times and reduce network traffic by storing previously resolved queries

Reclaim | Unity, C#

- Collaborated with six developers to create a Combat based Rhythm game within the Unity Game Engine
- Implemented a sound engine to properly play sound effects and music throughout each level and sequence
- Setup inputs to navigate dialogue and enable movement during sidescrolling portions of the game, along with optimization of input timing for rhythm portions of the game

NVSI Website | Strapi, JavaScript, Heroku, Cloudinary, Next.js, Vercel, Git

Apr. 2022

- Spearheaded the development of a dynamic website as a proficient backend developer for the New Viet Nam Studies Initiative (NVSI), implementing diverse content-types within the robust Strapi Content Management System
- Orchestrated seamless deployment of the Strapi Content Management System on Heroku, while managing media uploads to Cloudinary.
- Fostered collaborative synergy with backend developers, contributing to the creation and optimization of query functions, effectively bridging the gap between backend and frontend systems.

TECHNICAL SKILLS

Languages: Python, C++/C#/C, JavaScript, HTML/CSS

Frameworks: Node.js, Next.js, Express, React, Strapi, Heroku, Cloudinary, Vercel

Relevant Coursework: Programming, Object-Oriented Programming, Data Structures, Web Programming, Algorithm Design & Analysis, Computer Architecture, Machine Dependent Programming, Discrete Math for CS, Probability & Statistics Modeling for CS, Operating Systems, Programming Languages, Human-Computer Interactions, Computational Linguistics, Computer Networks, Gameplay Programming