

# Lennon Cruz

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## Education

### University of California, Davis

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

GPA: 3.585

Expected: March 2023

## Technical Skills

**Languages:** C++/C#/C, Python, 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

## Experience

### EyeVocab, Language Center, UC Davis

WEB DEVELOPER INTERN

Davis, California

Oct. 2022 - Current

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

### Include

BACKEND DEVELOPER

Davis, California

Oct. 2021 - Current

- 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

### Juni Learning

COMPUTER SCIENCE INSTRUCTOR

Remote

Jul. 2022 - Current

- Worked 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

## Projects

### Reclaim

UNITY, C#

ECS 189L

Jun. 2022

- 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 sidescrolling portions, along with optimization of input timing for rhythm portions of the game

### Blog Website

STRAPI, JAVASCRIPT, HEROKU, CLOUDINARY, NEXT.JS, VERCEL, GIT

Personal Project

Apr. 2022

- Implemented Strapi Content Management System to manage and create blog posts
- Setup deployment of the Strapi Content Management System onto Heroku and handled media uploads to Cloudinary
- Built and implemented frontend utilizing Next.js and deployed onto Vercel

### RX-Time

JAVASCRIPT, GOOGLE CALENDAR API, GOOGLE VISION API, C++

HackDavis 2021

Jan. 2021

- Developed a web-based application which utilized the Google Vision API to read prescription label information
- Utilized prescription label information to create reminders with the Google Calendar API