

Leonardo Cobaleda

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EDUCATION

University of Florida

GPA: 3.5

Bachelor of Science in Computer Science, Minor in Entrepreneurship

August 2021 - May 2025

Coursework: Data Structures & Algorithm, Artificial Intelligence Fundamentals, Programming Fundamentals 2, Computational Linear Algebra

Awards: Dean's List (4 Semesters), Here & Now Award, Bright Futures Scholarship, AI Fundamentals & Applications (IP)

Current Clubs: Society of Hispanic Professional Engineers, Open Source, Society of Software Engineers, G(AI)tor Club

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, HTML/CSS, SASS, TypeScript

Frameworks: React, React Native, Node.js, Express.js, Next.js, Chakra-UI, Material-UI, Expo

Databases: MongoDB, Firebase

Professional: Bilingual (Spanish), Microsoft Office, Trello, Slack, Discord

EXPERIENCE

Carrebra Inc.

September 2023 - Present

Software Engineer Micro Intern

Miami, FL

- Contributed to the enhancement of the FERN stack home page's UI components and AI engineered prompt in collaboration with the development team, leading to an upgraded deployment of application among different media queries.
- Improved the AI generative prompt to support multiple image descriptions and integrated a style component to facilitate various generative styles that lead to 50% increase in precision and depth of the information generated for users.
- Streamlined OpenAI API usage by storing data objects, enhancing interaction with the Firebase database, and ultimately optimizing workflow.

University of Florida Society of Hispanic Professional Engineers (SHPE)

August 2023 - Present

Autonomous Vehicle Team Member

Gainesville, FL

- Maximized Raspberry Pi capabilities with Python by integrating and effectively utilizing multiple sensors, including ultrasonic, infrared sensors, and the PiCamera, resulting in the successful implementation of autonomous driving capabilities.
- Proficiently employed Haar cascades to enhance traffic sign detection via the PiCamera, leveraging OpenCV, thereby optimizing traffic precision and maneuverability.
- Trained vehicle with machine learning models like PyTorch and TensorFlow for real-time decision making on diverse terrains, resulting in notable increase in accuracy.

Leadership Experience

Mobile App for ShellHacks Capital One Challenge

September 2023 - September 2023

Dev/Group Leader

Biscayne, FL

- Led a team in developing an innovative banking app using JavaScript, React-Native, and Expo to revolutionize the banking experience.
- Developed the app to include credit card balances with transactions, location-based cashback map, and settings page with credit score and grade, tips on improvement to the score, and re-evaluations.
- Integrated geolocation API and Apple Maps API to allow access to user GPS coordinates to find cashback stores within a 10-mile radius optimize the use of cashback for company and partnership profit.

MentorSHPE

September 2023 - Present

Mentor

Gainesville, FL

- Supported mentees and offered advice, fostering their academic advancement, professional growth, and networking skills during regular meetings.
- Actively encouraged mentees to participate in computer science clubs, networking events, and recommended relevant projects to enhance their exposure within the field.
- Engaged in club-focused challenges and activities alongside mentees, fostering camaraderie and progress within our shared initiatives.

PROJECTS

Portfolio Website

June 2023 - July 2023

- Constructed and designed an interactive, responsive portfolio website through JavaScript, CSS, HTML, and SASS.
- Integrated CSS Grid to structure the projects presentation and dimensions.
- Engineered adaptable dimension components for usability across different devices including phones, tablets, and desktops.

Minesweeper

April 2022 - May 2022

- Executed a full-featured Minesweeper game in C++ using the SFML library, featuring various difficulty levels and a time-tracking scoreboard.
- Utilized object-oriented programming to create a recursive algorithm for generating game boards with bombs and corresponding numbers.
- Designed and implemented a mouse-click coordinate mapping system to validate player inputs on the game board.