SERJO BARRON

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PROJECTS

LoFi Scape   *10/2025 – Present*
React, Next.js, Tailwind CSS, Youtube Player API, Vercel
Engineered a minimal web application using the Youtube iFrame Player API to blend lofi music with custom ambient soundscapes, creating a focused, distraction-free environment.

Chromatica   *09/2025 – Present*
React, Next.js, Tailwind CSS, Node.js, Prisma & PostgreSQL, Spotify API, Vercel
Engineered a full-stack web application that leverages the Spotify API and PostgreSQL to analyze user listening data and generate unique color palettes based on your top tracks and artists. Deployed a responsive, user-facing experience utilizing OAuth integration.

Ramen Timer   *09/2025*
React, Next.js, Tailwind CSS, Express.js, Node.js, PostgreSQL, Vercel
Developed and deployed a mobile-first ramen timer web app with a nostalgic, pixel-art aesthetic. Built to record timer data for your favorite ramen brands, showcasing fundamental full-stack development skills with PostgreSQL.

Kept   *07/2025 – 08/2025*
React, Vite, Firebase/Firestore, Node.js
Developed and deployed a productivity scheduler web application with a gamified system of XP, badges, and animations that increased user engagement by an estimated 20%.

SmartMirror   *01/2024 – 06/2024*
React/React Native, Node.js, Electron, Python, BLE, Raspberry Pi
Developed an IoT device and mobile app designed to reduce phone reliance in the morning and improve mental health. Orchestrated a real-time data exchange pipeline that achieved sub-second data transfer via Bluetooth Low Energy (BLE), enabling seamless communication between a Raspberry Pi and a React Native mobile app.

EXPERIENCE

Computer Systems and C Programming Reader   *09/2023 – 06/2024*
Baskin School of Engineering – Santa Cruz, CA
- Graded and provided feedback on weekly lab reports for 200+ students in systems programming and C.
- Explained technical concepts clearly to support student learning and LaTeX formatting conventions.

Tech Manager   *09/2023 – 06/2024*
Slug Anime and Manga Association – Santa Cruz, CA
- Managed AV, streaming, and live troubleshooting for weekly meetings and SlugCon, a 1000+ person convention.
- Coordinated technical logistics and relayed setup plans across officers, volunteers, and event partners.
- Provided ongoing tech support and contributed to outreach and event funding initiatives.

SKILLS

- **Programming Languages:** Python, C, C++, JavaScript, TypeScript, HTML, CSS, Verilog
- **Frameworks & Libraries:** React, Next.js, Node.js, Express.js, Tailwind CSS, Vite, Electron, Firebase, Prisma
- **Databases:** PostgreSQL, Firestore
- **Tools:** Git, GitHub, Vercel, CI/CD, Visual Studio, Figma, LaTeX

EDUCATION

University of California, Santa Cruz   *09/2020 – 06/2024*
Bachelor of Science – Computer Engineering
- **GPA:** 3.70
- **Relevant Coursework:** Data Structures & Algorithms, Computer Architecture, Computer System Design, Embedded System Design, Computer Networks, Network Programming, Electronic Circuits, Logic Design, Signals & Systems