

SERJO BARRON

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PROJECTS

Trashu (Smart Storage Manager)

08/2025 – Present

Electron, React, Vite, Node.js, JavaScript, TypeScript

- Built a desktop app using Electron and React that helps users find and manage duplicate, large, and unused files.
- Engineered a set of "smart cleanup" metrics that analyze user behavior (last accessed date, usage frequency, app usage time) to provide intelligent recommendations for storage optimization.
- Designed a playful, panda-themed UI with Figma, translating complex data into an intuitive, user-friendly interface that improves file organization.

Kept (Productivity Scheduler App)

07/2025 – 08/2025

React, Vite, Firebase (Firestore & Auth), JavaScript

- Built and deployed a personalized task scheduler with 24-hour timetable, modal task form, and 7-day navigation.
- Integrated Firebase Auth and Firestore to persist user data and tasks securely per account.
- Designed gamified system with XP, badges, and animations to encourage consistent productivity.

SmartMirror (IoT Device with BLE-Enabled Mobile App)

01/2024 – 06/2024

Python, React Native, Node.js, JavaScript, BLE, Raspberry Pi

- Built and tested the BLE communication pipeline enabling real-time data exchange between a Raspberry Pi and React Native mobile app.
- Designed modular protocols and ran end-to-end integration tests to validate data transfer and device compatibility.
- Maintained shared system documentation and coordinated project milestones, facilitating smooth team collaboration under Agile workflows.

TECHNICAL 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 over 200 students in systems programming and C.
- Explained technical concepts clearly to support student learning and LaTeX formatting conventions.

LEADERSHIP EXPERIENCE

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, guests, and event partners.
- Provided ongoing tech support and contributed to outreach and event funding initiatives.

TECHNICAL SKILLS

- **Programming Languages:** Python, C/C++, JavaScript, TypeScript, HTML, CSS, Verilog
- **Frameworks & Libraries:** React, Node.js, Next.js, Vite, Electron, Tailwind CSS, Firebase
- **Tools:** Git, GitHub, Visual Studio, Figma, LaTeX
- **Methodologies & Systems:** Agile, Scrum, CI/CD, Windows, Linux

EDUCATION

University of California, Santa Cruz

06/2024

Bachelor of Science – Computer Engineering

- **GPA:** 3.70
- **Relevant Coursework:** Embedded Systems, Data Structures & Algorithms, Systems Design, Computer Architecture, Network Programming, Logic Design, Electronic Circuits