

Saul Sven Reyes

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Education:

University of North Carolina at Chapel Hill

May 2026

Bachelor of Science in Computer Science

GPA 3.6

Coursework: Discrete Math, Algorithms problem solving, Data structures, Digital logic design, Computer Networks, Operating Systems

Experience:

Extend, Remote

June 2024 – August 2024

Solution Engineer Intern

- Assisted in developing and maintaining multiple front end code bases (JavaScript, liquid, HTML)
- Understand eCommerce solutions and how to best enable Extend to their sales channel
- Made use of debugging practices to identify and resolve issues
- Utilized API tools (postman) to generate request for REST APIs and services
- Built local eCommerce environments using CLI tooling

ECU ITSC, Greenville, NC

September 2023 – May 2024

Learning Platform Technician

- Provided customer support to clients experiencing software-related issues on teaching platforms like Canvas and point solutions.
- Collaborated with coworkers in a cubicle environment to troubleshoot and resolve client inquiries and technical problems.
- Participated in a pilot program testing the effectiveness of AI chatbots for initial customer interaction on teaching platforms, contributing to the development of a more responsive and adaptive support system.

East Carolina University, Greenville, NC

October 2023 – May 2024

Research Assistant / Study 1: computer vision for nursing homes /Study 2: blockchain research /

- Conducted Metamorphic testing, documented smart contract deployment using Truffle and Ganache, edited, and tested smart contracts, and analyzed various contracts for testing purposes.
- Developed a depth perception system by configuring an Arducam TOF camera with a Raspberry Pi, utilizing C++ and Python to enable real-time detection and distance measurement of objects within an environment.

Technologies / Skills:

C++, python, git (GitHub/GitLab), React, Java, Arduino, Blockchain development, Linux, Raspberry pi, JavaScript, Service management tool (Zendesk, teamdynamix), JIRA, Postman, HTML, liquid, Pytorch, TensorFlow, Node.js

Projects:

Budget app | Python | personal project |

Application for budgeting money with graph to view spendings and saving in different categories.

- Developed an intuitive budgeting application using Python to effectively manage personal finances.
- Done over the summer to expand my knowledge and skills in computer science.

Patchy robot | ATMAE-2023 Robotics Competition | Arduino\ C++ |

Robot for depalletization, the removing of boxes from pallets utilizing computer vision.

- Implemented machine learning algorithms using Python and OpenCV to enhance the robot's computer vision capabilities.
- Leveraged Arduino programming skills to develop and fine-tune the robot's functionalities, ensuring precise control and performance.

Volunteer & Activities:

- Beta Theta Pi Fraternity @ ECU – **Creative design chair**
- ACM @ ECU – **PR chair**
- ATMAE robotics @ ECU – **Code team**

Fall 2022

Spring 2023

Fall 2023