

Terrance Jayden Valdez

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EDUCATION

San Diego State University | B.S in Computer Science | San Diego, CA

Graduation Date: May 2025

- Dean's List | GPA: 3.54/4.00 | NCL Participant for the Cyber Defense Team
- 2022 Armis Cyber Defense Core: The earner gains knowledge and awareness of cyber threat actors' tactics.

Relevant Courses - Data Structures | Algorithms | Intro to A.I. | Computer Architecture | Advanced Programming

EXPERIENCE

Microsoft Imagine Cup | Remote

Sep. 2023 - Current

Software Engineer

- Developed and launched Saive, an innovative SaaS application, using a variety of cutting-edge technologies, including Next.js, TypeScript, React, Tailwind CSS, Prisma, MySQL, Clerk, Stripe, and Crisp.
- Integrated the ChatGPT OpenAI API into Saive to provide users with advanced natural language processing capabilities, enabling the generation of dynamic conversations, images, videos, and music.

Amazon Web Services DeepRacer League | Remote

Sep. 2023 - Current

Machine Learning Engineer

- Engaged in a global autonomous AI/ML racing competition with a focus on enhancing machine learning.
- Qualified for the AI and ML Scholarship provided by AWS and Udacity via the DeepRacer Student League.

Lighthall Super League | Remote

Apr. 2023 - Jun. 2023

Software Engineer

- Engaged in the Software Engineering Super League with a team of 4 and individually on web app development.
- Utilized React to quickly build and host web pages using Netlify, Vercel, and GitHub pages.
- Season 1 and 2 Finalist - top 1.1% to reach the final round out of 1762 in S1 and top 2.5% out of 359 in S2.

San Diego State University Sciences Technology Services | San Diego, CA

Nov. 2022 - May 2023

Student Assistant

- Boosted the credibility of students and faculty research by 100% through the maintenance of personal websites.
- Improved overall work productivity by 20% via maintenance updates for 300+ personal users and 30+ computer labs.
- Performed in teams to strengthen the security of user data by 15% via software upgrades and hardware installations.

GoodGardener Games | San Diego, CA

Feb. 2018 - Sep. 2020

Lead Developer and Founder

- Developed online multiplayer games utilizing ROBLOX Studio which garnered more than 4,500 visitors.
- Repurposed open-source code to create new game assets within a month of the SDLC which doubled player count.
- 2021 Gold Crown of O's Recipient: awarded to developers whose game has had 100+ monthly active users.

PROJECTS

"SF-Eats" - Food Truck Finder for San Francisco, CA | React | Node.js

May. 2023 - Jun. 2023

- Integrated interactive map functionality using React, Node.js. and MapBox API to display real-time food truck locations.
- Part of the 31% of web applications to advance in the Lighthall Software Engineering Super League.

"Snitch" - Server Monitoring Application (Discord) | Python

Feb. 2023 - Mar. 2023

- Developed a personalized assistant approach to Discord server monitoring using Python and the Discord API.
- Reduced server spam by 80% and saved 10 hours of manual review per week.

"Snake LXIX-CDXX: Uprising" - Online Multiplayer Game (Roblox) | Lua

Mar. 2020 - Sep. 2020

- Collaborated with a team of developers, graphic designers, and testers to create a high-quality online gaming experience.
- 2020 Bricksmith Badge Recipient: awarded to developers whose game received 1000+ visits.

SKILLS

Python | HTML | CSS | JavaScript | Node | React | Next | Vue | Express | TypeScript | Tailwind | C++ | Java | C# | .NET | Firebase | MongoDB | MySQL | Git | GitHub | Visual Studio Code | Visual Studio | Figma