

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

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 and Vercel in the span of a week for 5 weeks straight.
- Season 1 Finalist - top 1.1% to reach the final round out of 1762 software developers.
- Season 2 Finalist - top 2.5% to reach the final round out of 359 software developers.

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.
- Streamlined customer support operations by efficiently resolving concerns and cutting response times by half.
- Performed in project 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.
- Analyzed areas for improvement and implemented adjustments to better user experience, which doubled player count.
- Repurposed open-source code to create new game assets within 3 months of the software development lifecycle.
- 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

- Enhanced user experience and accessibility by implementing an intuitive user interface using React and Node.js.
- Integrated interactive map functionality using the MapBox API to display real-time food truck locations.
- Part of the 31% of web applications to advance in the Lighthall SWE Competition.

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

Feb. 2023 - Mar. 2023

- Identified potential vulnerabilities and threats to Discord servers, developing a proactive approach to server monitoring.
- Leveraged data analytics to drive continuous improvement of this application 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.
- Received over 4,000 visitors after 6 months of bug fixes, content updates, and server maintenance.
- 2020 Bricksmith Badge Recipient: awarded to developers whose game received 1000+ visits.

SKILLS

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