**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