Eduardo Mazuera

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EDUCATION

University of Texas at Dallas — Richardson, TX
B.S in Computer Science, 3.82 GPA — May 2023
- Courses: Data Structures, UNIX, Software Engineering, Databases, Machine Learning, Language Processing
- Organizations: Association of Computing Machinery (Officer), Japanese Language Association

SKILLS

LANGUAGES: JavaScript(ES6), TypeScript, Python, postgreSQL, Java, C++, C#
FRAMEWORKS: SASS, React, Next.js, Three.js, Tailwind, Flask, Prisma
TOOLS: Git, Unity, Figma, Firebase, Heroku, Vercel, AWS (RDS), Postman

EXPERIENCE

ACM Engineering | Portal Developer ([Github](#)) — Sept 2021 - Present
- Collaborated on an **Agile** team to refactor web applications used by university club with **3000+ members**
- Drafted 30+ layouts for a redesign of the user-facing mobile interface on **Figma**
- Prototyped user interface in **React** for **mobile-oriented rewrite** of existing production infrastructure used by 6+ club divisions
- Eliminated visual bugs in the frontend of infrastructure for the largest hackathon in Texas, with 800+ participants, using **NextJS** for the frontend and served through **Vercel**

HackUTD | Frontend Team Lead ([Github](#)) — Feb 2021
- Engineered a static 3-page application with **HTML, CSS, and Javascript** running on a **Flask** server and hosted on **Heroku**
- Cooperated with team of 4 in a 24 hour **hackathon environment** to deploy a web application based on a series of challenges
- Integrated the eBay API to display the top 10 search results of a user query with relevant data on UI elements

PROJECTS

Speedcubing Record Tracker | Fullstack Web Application ([Github](#)) — Jan 2022
- Conceived an **Next.js** application with user accounts for maintaining personal records for the competitive hobby of speedcubing
- Architected a database schema normalized to 3BNF and deployed on **AWS RDS** as a **PostgreSQL** instance for scalability and reliability
- Managed authentication using Next-Auth, implementing an **Oauth2 solution** for Google, with session storage in a database
- Simplified backend implementation using Nextjs api routes, using **10+ REST endpoints** to fetch user credentials and application data from the Postgres database
- Employed Prisma for accessing the Postgres instance to strengthen database security and to streamline modifying the schema for updated requirements
- Created a modern frontend with **React**, written in **Typescript**, and deployed on Vercel, using CSS frameworks like **Tailwind** and SASS to increase productivity while iterating UI design
- Established user functionality on the client side with protected routes to modify data and dynamic routes to publicly showcase personal records of each user

Portfolio Website | Website ([Github](#)) — June - Aug 2021
- Developed a personal portfolio website using **React** to showcase projects and resume
- Generated a component-based 3D menu system with responsive animations and page routing with **react-three-fiber**

Truck Truck Moose | Web Game ([Github](#)) — April 2021
- Designed an endless runner style game in the **Unity** game engine, coded in C# using 15+ unique scripts
- Implemented game mechanics such as health bar, 6+ unique NPC AIs, and a scoring system for core gameplay loop
- Crafted custom UI elements, designed 40+ sprites in Photoshop, and mixed in sound effects to enhance player experience
- Published the game through Github Pages as a **WebGL** application to increase reach and accessibility, and fixed 5+ bugs from original Windows executable to make improve the playability on browsers

HONORS AND AWARDS

- Graduated in top 5% of high school class of 467
- Academic Excellence Scholar - Full Tuition Scholarship with 1000$ Stipend
- National Hispanic Scholar