

Eduardo Mazuera

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EDUCATION

University of Texas at Dallas

B.S in Computer Science, 3.86 GPA

Richardson, TX

Spring 2023

- Courses: Data Structures, UNIX, Discrete Mathematics, Software Engineering, Databases,
- Organizations: Association of Computing Machinery (Officer), Japanese Language Association

LANGUAGES: JavaScript(ES6), TypeScript, Java, C++, C#, Python, postgresQL

FRAMEWORKS: SASS, React, Next.js, Three.js, Tailwind, Flask, Prisma

TOOLS: Git, Unity, Figma, Firebase, Heroku, Vercel, AWS (RDS)

EXPERIENCE

ACM Development | Portal Developer ([Github](#))

Fall 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 a user interface in **React** for a **mobile-oriented rewrite** of existing production infrastructure used by 6+ club divisions and members
- Eliminated visual bugs in the frontend of infrastructure for the largest hackathon in Texas, with 800+ participants, using **NextJS** for the frontend and deployed through **Vercel**

HackUTD | Frontend Team Lead ([Github](#))

Spring 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

Codubee | Frontend Team ([Github](#))

Summer 2021

- Collaborated in an **Agile** team to create a web-based application with a **React** frontend for training math skills
 - Employed 6 **API** calls to **CRUD** app data and fetch math questions from **3 endpoints** in a **cloud-deployed** Node.js server
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PROJECTS

[Portfolio Website](#) | Website ([Github](#))

Summer 2021

- Developed a personal portfolio website using **React** to showcase projects and resume
- Conceived a component-based 3D menu system with responsive animations and page routing with **react-three-fiber**

[Truck Truck Moose](#) | Web Game ([Github](#))

Spring 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
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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
- Farmers Branch Chamber Youth Leadership program