

# Eduardo Cruz

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## Technical Skills

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**Programming Languages:** Java, JavaScript, Python, HTML/CSS, SQL, C#

**Applications:** Visual Studio Code, Eclipse IDE, GitHub, Git, MySQL, Microsoft Office

## Education

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**California State University, Los Angeles**

August 2018 - December 2022

Bachelor of Computer Science | GPA: 3.3

**Relevant Courses:** Object-Oriented Programming, Programming with Data Structures, Web and Internet Programming, Relational Databases, Data Science, Computer Graphics

## Experience

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### Superstruct Warehouse

April 2024 - Present

- Developed a custom web page for an online store, allowing users to select and customize templates for a laser cutting service.
- Built a Node.js server hosted on Heroku to securely interact with the web provider's REST API, enabling users to proceed to checkout with custom orders.
- Created a user interface for the template selection process using HTML, CSS, and JavaScript, allowing customers to specify the material, thickness, and dimensions.

## Projects

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### Moon Trek: Telescope Augmented Reality

September 2021 – May 2022

- Sponsored by NASA's Jet Propulsion Laboratory to collaborate with fellow students in refining Moon Trek, a Moon mapping and modeling web application.
- Generated 3D models representing the Earth, Moon, and Sun system using the Three.js library, JavaScript, and API data for planetary geometries.
- Adhered to agile development methodologies and tracked project milestones using Jira.

### 3D Beat 'Em Up Game Project

August 2022 – December 2022

- Led a team of 3 in the design and development of a C# based Unity game with a focus on gameplay mechanics and audio integration.
- Implemented hit detection and combat systems for melee and ranged attacks, ensuring responsive player-enemy interactions.
- Directed sprints in order to deliver main features and conducted team meetings to ensure timely completion of project milestones.