

Edward Carrasco

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Education

University of California, Riverside January 2018 – December 2019
B.S. Computer Science. GPA: 3.32

Mount San Jacinto College, Meniffee September 2012 – December 2017
A.S. Computer Science; A.S. Computer Information Systems

Skills

Programming: C, C++, C#, Python, HTML, CSS, JavaScript, Django, React, Matplotlib, Numpy

Frameworks/software: Linux, Git, Atmel Studio, Android Studio, Unity, MS Excel, ROS

Relevant courses: Embedded Systems, Machine Learning, Computer Graphics, Software Engineering, Data Structures and Algorithms, Web Development

Languages: English, Spanish

Experience

FIELDS Internship – Software Developer Intern July – September 2019

- Designed and created a responsive website using Django to communicate with an AWS database.
- Created user interface to upload, view, and manipulate high-resolution images.

TekVisions, Inc – Web Designer May 2017 – September 2018

- Updated custom e-commerce feature using Joomla extensions to support new features.
- Maintained website using a content management system to write content, updating web layouts using HTML and CSS, and editing graphics and logos.

Leadership

RoboSub UCR – Software Lead February 2019 – present
Student organization building Autonomous Underwater Vehicles (AUVs) for an international competition.

- Lead team by assigning and tracking tasks, holding weekly meetings and workshops.
- Identified system and software requirements for the design and construction of the 2020 AUV.
- Wrote library to facilitate the development of state machines for the AUV's autonomous behavior.
- Created documentation, how-to guides, and presentations for current and future members.

Projects

Gas Computey (bit.ly/gascomputeey) – Web App October – December 2019

- Used JavaScript and React to create a website front-end that requests data from a Firebase database.
- Worked in a 5-person team using Sprints, User Stories, and Pull Requests to organize individual tasks.
- Wrote tests using the Jest library that were automated using TravisCI.

Schedulio (bit.ly/schedulio) – Web App November 2019

- Developed website front-end that displays a scheduling system that updates using Firebase database.
- Created working version during 12-hour hackathon and won CutieHack 2019 Best UI/UX.

Portfolio Website (<https://edcarrasco.github.io>) – Website April – December 2019

- Created website to showcase machine learning algorithms, including Hierarchical Clustering, KNN Clustering, KNN Feature Selection. Algorithms allow use to stop and resume for easy visualization.

Pokemon Battle – Embedded Video Game May – June 2019

- Developed video game using C++ and state machines to handle game states, combat, and animations.
- Integrated multiple components: ATmega1284, Nokia 5110 LCD, 16x2 LCD, and SNES controller.

RocketChat – Android Messaging App April – June 2018

- Lead team of 8 students as Scrum Master, coordinated weekly meetings, and delegated tasks following Scrum guidelines to meet deliverable deadlines.
- Maintained GitHub repository through web interface and via Git commands, tracked team members' code contributions, and resolved merge conflicts.