

# Edwin Salcedo

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## EDUCATION

*Bachelor of Science in Computer Science, Minor in Digital Arts & Sciences, University of Florida* May 2025

GPA: 3.76

**Relevant Coursework:** Data Structures & Algorithms, Software Engineering, Machine Learning, Game Content Production 1, Operating Systems, Algorithm Abstraction & Design, Database & Info Systems, Game Design 1+2

## EXPERIENCE

**Research & Development Intern, Ecosystem Services A.I Lab, Gainesville, FL** May 2024 - Sep 2024

- Created **Python** programming scripts for researchers to download, clean and process **GIS data**, remote sensing images, and other spatial data from various sources such as Google Earth Engine / Esri
- Performed **geospatial analysis**, GIS mapping, **data visualization** and annotation, using Python + **ArcGIS**
- **Scraped data** using OpenStreetMap API, Google Earth Engine API, and the data.gov server for geographic information

**Computer Repair Technician Volunteer, Charlotte Technical Center, Port Charlotte, FL** Aug 2020 - May 2021

- Repaired/diagnosed computer systems for over 20+ clients while also giving them a brief explanation
- Managed computer systems through administrative privileges and group policy settings
- Troubleshoot computer hardware and software via specialized tools.

## PROJECTS

**Mood Money - React, MongoDB, Tailwind, Javascript** Jan 2025 - May 2025

- Developed a budgeting website that allows users to log their mood at the time of a transaction and reflect upon their mood and transaction over the week to build better financial habits.
- Prototyped the UI design and layout through Figma and took feedback from team members

**Color Coding - Svelte, Firebase, Tailwind** Feb 2025 - Apr 2025

- Built a website for members of the UF ColorStack chapter to host a 'leetcode' style tournament
- Created functionality for members to create, join and start lobbies with a random coding problem

**3D Model Viewer - C++, OpenGL, GLSL, CMAKE** Jan 2024 - Feb 2025

- Implemented a 3D model viewer to load .obj files using **C++**, **OpenGL**, and **GLSL** shaders for lighting
- Learned the fundamentals of the graphics pipeline and the underlying math used in computer graphics
- Programmed controls for the user to rotate and translate objects as well as control camera position

**Final Stand - Unity Game Engine, C#, Photoshop, Blender** May 2023 - July 2023

- Created and maintained a game design document throughout development
- Built an asset database for all 70+ art, audio, and scripts used in the game
- Designed the game assets including scripts in **C#** and art using a mix of Photoshop and Blender

**Cook Master - Angular, nodeJS, Typescript, Firebase, CSS** Jan 2023 - May 2023

- Devised a food version of Instagram with users posting their food along with a recipe in their captions
- Collaborated with a team to create a website using **Angular** as the frontend, **Firebase** for the backend and API, **CSS** for styling, and **Github** for version control
- Engineered unit tests through the **Cypress** testing suite which covered 100% of the code base

## TECHNICAL SKILLS

C++, Java, Angular, Go, Firebase, Typescript, C#, Unity, Github, Blender, Agile, Javascript, Python, Sci-kit learn, Keras, Data Engineering, Swift, SQL, MariaDB, OpenGL, React, iOS, Svelte, MongoDB, Version Control,

**Certifications:** CompTIA A+, NVIDIA Deep Learning, AI Fundamentals & Applications