

Miguelcloyd Reniva

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EDUCATION

University of California Santa Cruz

Bachelor of Science in Computer Science: Game Design

Santa Cruz, CA

Sept. 2017 – Jun. 2021

EXPERIENCE

Software Developer

Hack For LA

May 2024 – Present

Los Angeles, California

- Maintaining a website where volunteers could share their projects and find more help, facilitating smoother collaboration and community involvement
- Fixed various software issues promptly and incorporated new features based on user feedback

Software Developer

One Community Global

Oct. 2023 – Apr. 2024

San Gabriel, California

- Developed an open-source team-management web app that enables users to perform project organization and resource management using MongoDB, Express, React, and Node.js
- Implemented various submission forms with frontend and backend functionality
- Addressed software bugs such as broken server-saving logic with earned user badges
- Conducted thorough testing of pull requests, ensuring runtime quality and scalability in production environment

Software Developer

UC Innovation

Jan. 2022 – Apr. 2023

Irvine, CA

- Developed a Salesforce fundraising app utilizing libraries based on Java, JavaScript, and SQL enabling seamless fundraising transactions with numerous institutions worldwide
- Created a dynamic object creation tool for QA testing and Rapid Prototyping reducing testing time by 50%
- Streamlined business/tax logic by revamping legacy payment system to align with user settings and input
- Refactor code for runtime and storage efficiency across different components

Undergraduate Researcher

Cowell College

Dec. 2018 – Jun. 2021

Santa Cruz, CA

- Coordinated public networking events for students, alumni, and professors to foster academic research collaborations and create networking opportunities
- Collected and analyze data to guide research project selection with stakeholders
- Participated in a comprehensive leadership workshop focused on guiding effective communication and collaboration
- Designed and developed an interactive weekly newsletter for over thirty subscribers

PROJECTS

Creo | Software Developer | *MongoDB, React, Node.js, Express*

Jun. 2023 – December 2023

- Developed a whiteboarding web app for collaborative idea brainstorming through wireframes using MERN stack
- Implemented interactive visual collaboration tools for wireframing, flowcharting, and diagramming
- Designed and deployed a database for whiteboard projects and user accounts

Bixié - UCSC Capstone | Lead Programmer | *Unity, C#, Photon Unity Network*

Sept. 2020 – Jun. 2021

- Developed a cooperative side-scrolling beat-em-up game as part of college capstone project using Unity, C#, and Photon Unity Network
- Implemented online multiplayer functionality, storytelling components, and puzzle mechanics
- Collaborated with artists, game designers, and composers to compile weekly builds
- Provided guidance and support to peer programmers

TECHNICAL SKILLS

Languages: Java, Python, C#, SQL, JavaScript, HTML, CSS

Frameworks: React, Node.js, Material-UI, Express

Game Engines: Unity, Unreal Engine 4, Phaser