

PEDRO BUENO CASTAÑEDA

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EDUCATION

Bachelor of Science

University of Colorado Denver, 2023

- **Major:** Computer Science and Engineering
- **Certification:** Cybersecurity and Secure Computing

RELEVANT COURSES

- **Computer Science Fundamentals:** Algorithms, Assembly Language and Computer Organization, Discrete Structures, Logic Design, Object Oriented Programming, Operating System Concepts, Principles of Programming Languages, Software Engineering, Fundamentals of Computing
- **Data Oriented:** Data Science, Data Structures & Program Design, Database System Management, Probability and Computing
- **Video Game Design Processes:** Game Design and Development, Intro to Computer Graphics, Video Game Design and Programming
- **Cybersecurity:** Computer Networks, Cybersecurity Principles, Cybersecurity Infrastructure and Defense
- **Artificial Intelligence:** Intro to A.I., A.I. Concepts
- **Software and Hardware:** IoT: Internet of Things, Hardware-Software Interfaces

SKILLS & ABILITIES

Critical Thinking – Problem Solving

- Able to utilize all resources available to come up with out of the box solutions at a moment's notice.

Adaptability

- Worked under different management, tailoring skill set to their needs and methods of operation.

Communication - Teamwork

- Was the middleman in communicating the needs of employees to higher management and the needs of higher management to employees. Creating a safe space for communication and encouraging teamwork.

EXPERIENCE

E-Commerce Shopper

Whole Foods

- Responsible for meeting and maintaining a high item pick rate alongside other metrics. (Accuracy, order acceptance rate, order completion) Consistently achieving silver shopper status (80+ Units per hour).

Assistant Store Manager

Amazon Prime Now

- Lead a team of 20+ individuals through the early stages of the pandemic. Maintaining the safety of the team while still meeting daily metric goals.

PROGRAMMING LANGUAGES

- C++, C#, C
- Python
- JavaScript, NodeJS
- HTML and CSS
- Java
- SQL

MAJOR PROJECT

Scavenger Hunt (3D First Person Video Game) – 1 Year: C, C#, C++, Unity Game Engine

- Lead a team of 3 working alongside a client to help them develop their desired product. Gaining experience in Software Development Cycle
- Lead in developing code that would allow video game to procedurally generate maps using noise maps (Perlin noise) and wave noise. Repurposed algorithm for random placement of map assets (trees, plants, etc.)
- Maintained weekly communication with Client in the form of progress check-ins via e-mail and virtual meetings.

Analytical - Detail Oriented

- Able to recall and notice small details (trends) that are otherwise often overlooked.

Self-Motivated - Time-Efficient

- Able to work alone or in a team. Able to complete work in a timely manner and communicate progress and any difficulties encountered.

Leadership Skills – Hard Worker

- Worked in high management positions in 3 out of the 4 jobs. These positions were achieved in a short amount of time (3-4 months on avg.)

Nov 2020 - Present

- Efficiently selected quality products void of defects, while completing orders quickly and accurately.

Nov 2019 - Nov 2020

- Ensured customer satisfaction by working alongside regional manager and corporate leadership to meet the needs of the customers and employees, while still maintaining metric expectations.