

Edison Larco

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EDUCATION

Bachelor of Science in Computer Science - Software Engineering

May. 2022

University of Illinois at Chicago - UIC

summa cum laude, GPA: 3.90/4.00

- **Relevant Coursework:** Data Structures, Computer Algorithms, Software Design, Object-Oriented Programming, Software Engineering, Android Development(Java and Flutter) MySQL and MongoDB Database

TECHNICAL SKILLS

Languages: C/C++, Java, C#, Android Dev(Java/Flutter), Javascript, CSS, HTML, React, NextJS, PHP, Laravel

Software: Visual Studio Code, Android Studio, Git, JIRA, MongoDB Atlas, Unity, MySQL

EXPERIENCE

Sales Rep, Manager, Technician

Sep. 2009 – Present

Cyberk Computek Inc.

Chicago, IL

- Troubleshoot Android, iOS, Windows software issues such as boot looping, data recovery, software unlocking.
- Troubleshoot smartphones and computers hardware issues such as overheating, power on, soldering.
- Coordinated the sell of products and services with reps from different wireless carries.

AR Development Internship

Feb. 2021 – Jul. 2021

University of Illinois at Chicago's – HiMER Lab

Chicago, IL

- Designed an AR N-back Task application in Unity, using C#, for testing and training working memory.
- Implemented 2 different modes: one shows one cube, second shows a cube and cylinder.
- Implemented 3 different loading factors. User matches current color with next, second or third color respectively.
- App was developed for the Microsoft HoloLens 2. It is currently being used for experiments at HiMER Lab.

PROJECTS

Web Development: Portfolio | React, NextJS, PHP, Laravel, VSCode

March. 2023 – Present

- Developed portfolio in NextJS where I showcase other projects developed in React, PHP, Laravel, and more.
- Developed unit tests as well as integration testing for some web apps, as well as the use of Story book.

Cross-platform app: National Parks | Flutter, Dart

Jan. 2022 – May. 2022

- Developed a cross-platform app for Android, iOS and Web with a single code base.
- App implemented API calls, REST API and mongoDb as database.

UIC CAVE2 virtual reality app: Clean Tech | C#, Unity

Jan. 2022 – May. 2022

- Developed a virtual reality app in Unity. Focus was put on what clean tech and non-clean tech does to our world.

Virtual Reality Game | C#, Unity, Blender, Oculus Quest

Aug. 2021 – Dec. 2021

- Developed a VR world representing peoples' fear for darkness and zombies.
- Mego Playset version: Virtual world was scaled down while user was scaled up with new interactable objects.
- Land of Giants version: User was scaled down while virtual world was scaled up with new interactable objects.
- Dancing on the ceiling version: User can rotate by 90 degree increments the VR world.

Capstone Project - UIC Honors College | Dart, Flutter, Android Studio

Jan. 2021 – Nov. 2021

- Developed sample cross-platform apps in Flutter. Comparisons were made with my Java Android versions to see how efficient and useful is to have only one codebase that works for Android and iOS.
- Apps covered topics such as: Isolates, Widgets, Plugins, connecting Flutter code to native Android Java code.
- Created report and presented project at UIC Fall Symposium 2021.

Software Engineering | Java, JavaFX, TestFX, JUnit

Jan. 2020 – May 2020

- Designed a game: Code Vs Zombies by following Agile implementations such as Scrum and XP.
- JUnit and TestFX testing was implemented for checking server and client implementations.
- Designed a game: Baccarat by implementing a serializable class for client and server exchange of data.
- Personal Project: implemented synchronization and chat app for Baccarat game.

HONORS & ORGANIZATIONS

Organizations: UIC Honors College, TELACU College Success Program Scholar, SHPE, PTK, IBM Developer Badge