

MIGUEL F. SERNA

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EDUCATION

The University of Texas at Austin	Pursuing <i>Bachelor of Science, Computer Science</i>	May 2027
Relevant Coursework	Data Structures, Operating Systems, Computer Architecture, Cloud computing, Discrete Math, Linear Algebra.	

SKILLS

Programming Languages: *Fluent in Java, C, C++, Python; Intermediate in HTML/CSS, JavaScript; Familiar with Kotlin, C#.*

Technical skills: Git, Linux, SQL, Postman, Spring Boot, JPA, JUnit, Groovy, Cucumber, GSuite, Atlassian Suite, Unity, Flask.

Languages: *Native in Spanish, Fluent in English.*

PROJECTS

- **Minecraft AI Vision:** Trained a computer vision ML model to recognize different mobile entities and implemented it into a Minecraft bot. The bot successfully labels hostile creatures in real-time, allowing it to perform actions like attacking them or fleeing to a safe location.
- **Random Number Generation:** Wrote an [academic paper](#) evaluating Python's Mersenne Twister and JavaScript's Xorshift128+ pseudo-random number generators.
- **Firm Hunt:** Developed a chrome extension to help prospective interns understand tech companies' operations using web scraping and the ChatGPT API during the HackTX '23 Hackathon.
- **Cuisine Quest (Game Jam):** Spearheaded a team of four as lead developer to second place in a five-day game jam hosted by a YouTuber with over three million subscribers (@Danidev).
- **IB Grade Calculator:** Developed and launched a webapp to facilitate grade conversion between middle years program and ESO (Spanish secondary education) in my high school.

INTERNSHIPS & EXPERIENCE

Google – Onsite; Sunnyvale, CA May 2025 – Aug 2025

SWE Intern (ASDI); Workspace team within Google Cloud

- Designed and developed a new feature that addressed a critical API performance bottleneck by introducing server-side filtering, reducing data fetched by 98%, lowering server resource utilization by ~80%, and improving latency by ~79%.
- Contributed to a large-scale data migration project by driving modernization of a core backend component, migrating from a legacy service to a scalable solution, reducing latency by 54% for 600+ queries per second and lowering technical debt.

Ouro Global inc. (formerly Netspend) – Onsite; Austin, TX May 2024 – July 2024

Back-end Development Intern

- Enhanced quality assurance process by implementing a new web action used to test and validate calls made by the company's internal user creation API flow, improving the reliability of new feature deployments.
- Identified and resolved critical production bugs on the custom testing suite built for Ouro's backend, using the Cucumber framework and Groovy.
- Created mock REST API with 8 CRUD endpoints using Spring Boot that interacted with a SQL database and implemented unit testing, to better understand the tools used by the team.

Cursor Campus lead (Under Anysphere) – UT Austin Aug 2025 – Present

SPARK Magazine – UT Austin Jan 2024 – Jan 2025

Events Director

- Organized and directed events for one of the biggest organizations on campus with over 250 active members, hosting the organization's biggest event to date with over 500 attendees.
- Boosted event profits by an average of 15% by developing cohesive themes, enhancing event quality, and driving targeted publicity efforts.