

# MIGUEL F. SERNA

[miguelserna@utexas.edu](mailto:miguelserna@utexas.edu) | [miguelserna.com](http://miguelserna.com) | +1 (737) 351 63 47

## EDUCATION

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**The University of Texas at Austin** Pursuing *Bachelor of Science, Computer Science* May 2027

**Relevant Coursework** Data Structures, Operating Systems, Computer Architecture, Cloud computing, Discrete Math, Linear Algebra.

## SKILLS

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**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

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- **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

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**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.