

Jordan Cisneros

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Summary

Motivated embedded systems programmer with hands on experience in Rust, Python, C++, and backend development. Proven ability to build resilient asynchronous systems, manage data pipelines, and contribute to innovative tech projects. Seeking to apply my skills to solve real world problems.

Technical Skills

- Languages: Rust, Java, C++, C, Python, Lua
- Tools & Platforms: Git, GitHub, GitLab, Linux, Azure (IAAS/PAAS), SQL, Excel
- Libraries: TensorFlow, PyTorch, Pandas
- Systems: Embedded Systems, Data Management, Unix-based OS

Experience

Intern, Fairchild Tropical Botanic Garden (w/ NASA Partnership)

Miami, FL — 2023

- Rewrote core MicroPython firmware to be asynchronous, boosting hardware resilience.
- Managed SQL backend for planter box data; implemented data retrieval/storage protocols for the edge.
- Contributed to open-source: [GBE-Box-Python](#)

Contract CS Tutor, Florida International University

Spring 2025

- Tutored undergrads in Data Structures, Algorithms, Java, and Python.
- Exam prep reviews for undergraduate Computer Science students.

Education

Florida International University

B.S. in Computer Engineering — *Expected 2026*

School for Advanced Studies / Miami Dade College

High School Diploma + 45 College Credits — *May 2024*

APs: Calculus (4), English Lit (3), Macro (3), Gov (3) | ACT: 31

Projects

- **Rust Async I2C Driver:** Built async driver for DS3231 RTC using Embassy.
- **Nintendo DS Car App:** Created OBD reader for real-time car data via DS.
- **ML Library in Roblox:** Designed ML tools for Roblox game dev.
- **CLI Chatroom (Java):** Final project simulating networked messaging.
- **HTML/CSS Personal Website:** Retro-themed hosted on GitHub Pages.

References

Available upon request (Carl E. Lewis, Mario Cruz)