

Victor Casado

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Education

University of Maryland

B.S. Computer Engineering | GPA: 3.97/4.00

Expected May 2029

College Park, MD

Relevant Coursework

Object-Oriented Programming II (Java, data structures, testing); Discrete Structures (logic, proofs, graph theory);
Introduction to Computer Systems (C, assembly, Linux); Digital Logic Design (combinational/sequential circuits)

Experience

Software Engineering Intern

Dec 2025-Jan 2026; Jun-Aug 2026

Saaf Finance

New York, NY

- Built a borrower-facing loan-document screening experience that flags missing or mismatched files before underwriting, using classification and field extraction to return feedback in under 10 seconds per document.
- Developed a Linear-ticket-triggered RAG research workflow across four internal sources, surfacing past decisions, relevant owners, external context, and build-vs-buy considerations for engineering tickets.

Controls & Autonomy Subteam Lead

Aug 2026-Present

Terrapin Works Electric Boat Team, UMD

College Park, MD

- Lead the UMD Electric Boat Team's controls and autonomy subteam as its electric racing boat is developed, coordinating hardware/software interfaces and ongoing engineering work.

Undergraduate Teaching Assistant, ENEE200

Aug 2026-Present

University of Maryland

College Park, MD

- Teach engineering ethics labs at UMD, grade assignments, and guide students through reasoning about design tradeoffs.

Projects

Atreides | Scrabble Strategy Bot

Jun 2026

- Built Atreides, the highest-Elo Scrabble bot in the SpacetimeDB hackathon, using adaptive letter bidding and score-aware word selection.
- Wrote seven automated tests for Atreides in the SpacetimeDB hackathon, checking auction behavior, word submissions, low balances, and endgame turns.

DeveloperRoyale | Real-Time Multiplayer Game

Feb-Jun 2025

- Led a four-person team building and deploying DeveloperRoyale, implementing room codes, player limits, and real-time updates isolated by multiplayer match.
- Implemented SQLite-backed player accounts and WebSocket match updates in DeveloperRoyale, supporting separate concurrent game rooms on a deployed server.

ENES100 | Arduino Autonomous Vehicle

Jan-May 2026

- Programmed navigation, obstacle response, and FIRE mission logic for a four-motor Arduino-controlled robot using ultrasonic/IR sensors and localization; the UMD team earned Most Innovative Design.

Rasterization-Based 3D Graphics Engine | Python

May 2025

- Built a software-rendering pipeline from scratch using matrix transformations, 3D-to-2D projections, and vector operations, including dot and cross products.

Technical Skills

Programming: Python, Java, C; object-oriented programming, data structures, algorithms

AI and automation: RAG, AI agents, information retrieval, document classification, field extraction, n8n

Systems and tools: Git, Linux, GDB, SQLite, REST APIs, WebSockets, DigitalOcean

Embedded and controls: Arduino, microcontrollers, ultrasonic/IR sensors, motor control, navigation logic

Graphics and mathematics: Software rasterization, matrix transformations, linear algebra, vector operations

Engineering: Automated testing, debugging, hardware/software integration, team leadership

Spoken languages: English and Spanish (native/bilingual); French (professional working)