

Raymond House

Github: 00raymond • Sunnyvale, CA • (650)-770-3107 • raymondhouse2003@gmail.com

LinkedIn: linkedin.com/in/raymondbhouse

TECHNICAL SKILLS

Skills:

- RESTful API Development
- Object Oriented Programming
- Mobile and Web Development
- Data Structures and Algorithms
- Computational Statistics
- Git/Source Control
- Agile Methodology
- SQL Databases
- Discrete Mathematics
- Linear Algebra

Languages: C++, Java, Javascript, Typescript, Swift, Python, Go, Dart, Kotlin, R

Software: JetBrains Suite, Android Studio, Visual Studio Code, Xcode, Postman, Postgres

Frameworks/Libraries: React, Node, Tailwind, JUnit, Docker, Vue, Flask, Flutter, Selenium, Swing, ML Kit, Pandas

EXPERIENCE

Software Development Researcher | UC Irvine

2023 Jul — Present

- Developed the Android version of a CNN-based app which identifies eyedrop medication labels using object detection and text recognition with a team.
- Leveraged our machine-learning model using Java and Kotlin to display the expiration date of medicine bottles.
- Wrote utility methods to store and retrieve JSON parsed data in internal android storage.

Software Engineer Intern | NeuroLeap Corp.

2023 Sep — 2024 January

- Implemented backend solutions for a startup, developing API endpoints for email transactions using Sendinblue, catering to user registrations and other web submissions.
- Engineered a secure user information change API with session token validation.
- Conducted testing of all APIs using Postman and Postgres to ensure reliable backend functionality.

Personal Projects | Developed projects of varying technologies

2021 June — 2023 Nov

- Developed the full stack of a text editor coding game using React, Node, and Axios which compiles/interprets user inputted Java, Python, Javascript, and C# code using Docker containers and compares output to a generated prompt. Wrote pre-made code templates for each language to help users start. Styled with Tailwind CSS.
- Developed a TikTok profile analyzer using Selenium for web scraping real-time data stored locally in json format using Gson. I visualized statistics graphically using Java Swing and JFreeChart, showing trends using older data.
- Engineered and serialized a machine learning model using pickle, trained on a Kaggle dataset, to build a desktop application for identifying malware in Portable Executable files.
- Developed the full stack of a bill splitting mobile app using Flutter/Dart, managing backend services and database operations with Firebase to establish user registration and authentication.

EDUCATION

University of California, Irvine | Bachelor of Science in Software Engineering (Graduating 2025)

Irvine, CA

- GPA: 3.85