

ANGELA DURAN

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EDUCATION

VENTURA COLLEGE, A.S. in Computer Science

AUG 2019 - DEC 2021

UNIVERSITY OF CALIFORNIA IRVINE, B.S. in Computer Science

SEP 2022 - JUNE 2024

TECHNICAL SKILLS

- Programming Languages: Python, C++/C, Java, JS, QML
- Programming Coursework: Algorithms & Data Structures, Databases, Intro Machine Learning, Comp Architecture
- Technologies: git, GitHub/GitLab, Linux, Windows, VirtualBox, Anaconda, Jupyter Notebook, Google Colab

RELEVANT EXPERIENCE

UCLA SUMMER UNDERGRADUATE RESEARCH PROGRAM (LOS ANGELES, CA)

JUNE 2022 - AUG 2022

- Leveraged machine learning knowledge to engineer a depth calculator in Python: integrating YOLOv5 object detection algorithm and stereovision triangulation to calculate the depth of multiple objects in front of a camera
- Established tool on Google Colab for 6-8 lab members to run the program on their machines through the cloud
- Reviewed 6 research articles on object detection and human vision to find a new approach to computer vision

SOFTWARE INTERN – ELBIT SYSTEMS OF AMERICA (MERRIMACK, NH)

JAN 2022 - JUNE 2022

- Programmed handheld targeting device embedded software in C++/C with a team of 20-30 members
- Pinpointed message blocking issues in the inter-process communication between modules, proposed ZeroMQ library as a more streamline method to boost socket communication
- Showcased UI design experience by developing a screensaver, saving battery life by 80% during hardware testing

COMPUTER SCIENCE CLUB VICE PRESIDENT - VENTURA COLLEGE (VENTURA, CA)

FEB 2020 - JUNE 2022

- Oversaw and hosted Ventura College's first virtual hackathon, over 50 participants from the local colleges
- Launched JS registration website with question feature that sends emails directly to the club's email inbox
- Managed 4 technology workshops and invited alumni to share their transfer experiences with current computer science community college students

PROJECTS (Other projects listed on Github)

CRUZ HACKS 2021 - BUILDING TRAFFIC VIEWER

- Web application made with python and flask that businesses use to track the number of people in a building
- Implemented Google Firebase to create data storing feature from the user in live time
- Organized a team of 3 to make a working program within 48 hours, communicating goals and managing workflow

PENCIL POP VOCABULARY GAME

- Volunteered to work with K-12 education program in Queens, NY to develop a vocabulary game for K-12
- Coded with phaser game framework in JavaScript to create controllable pencil and bouncing balloons
- Designed controls, game collision physics, replay able scenes, and point system to engage 30+ students

SALUS MENTAL WELLBEING ANDROID APPLICATION

- Developed in Android Studio with Java and incorporates a user interface with xml
- Utilized interactive map using the Google Maps API that tracks user location
- The app raises mental health awareness and creates a safe platform for those in need to find local resources