

Christina Mak

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Education

University of California, San Diego

Computer Science, Bachelor of Science; Minor: Design

GPA: 3.48

La Jolla, CA

2014 – 2018

Experience

IBM – Software Engineer

Austin, TX

Cloud Security – Data Shield

November 2018 – present

- Automated build processes with Jenkins
- Utilized Kubernetes, Docker, and IBM Cloud services

Teradata – Software Engineer Intern

San Diego, CA

Data Stream Architecture Client Development

June 2018 – September 2018

- Designed and implemented Java client service program to automatically configure network information
- Implemented REST API functionality with Java
- Wrote Java unit tests with TestNG

UC San Diego Computer Science and Engineering – Tutor

La Jolla, CA

Advanced Software Engineering (CSE 112)

April 2018 – June 2018

- Held weekly discussion section and office hours
- Organized logistics for 140 students and provided feedback on student progress

Visa Inc. – Software Engineer Intern

Foster City, CA

Network Processing: Clearing and Settlement

June 2017 – September 2017

- Created ASP.NET web application to track settlement currency holidays for funds transfers
- Redesigned user interface with Bootstrap, HTML, CSS
- Built RESTful web services with Windows Communication Foundation
- Wrote SQL queries to retrieve, create, and delete holiday data
- Automated holiday data retrieval using a vendor subscription file

Skills

- Languages: Java, JavaScript, Python, C, C++, C#, HTML, CSS
- Tools: Git, IntelliJ IDEA, Visual Studio, Android Studio, Unity, Vim, Linux, TravisCI, JUnit, Jenkins

Activities and Projects

Bloom and Doom – 3D Multiplayer Game

April 2018 – June 2018

- Object-oriented design in C++ to design particle system and sound system
- Implemented 3D sound system using FMOD sound effects engine

Society of Women Engineers – Secretary and Outreach Committee Member

2016 – 2018

- Sent out biweekly newsletter, maintained events calendar, and produced social media content
- Managed informational website of engineering outreach program for high school students

Women in Computing

2015 – 2018

- Mentored and guided high school students through outreach programs and events

HackXX 2017 – Zenga - Virtual Reality Game

June 2017

- Won Northrop Grumman's Excellent UX Design Challenge
- Unity-built virtual reality experience allowing players to move blocks in the style of Jenga