Coleman Oei

Website | GitHub | LinkedIn

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(210) 392 - 6795

Experience

INET - Software Engineering Intern

Dec 2017 - Present

- INET designs, manufactures, installs and monitors intelligent surveillance systems throughout the United States.

- Used React Native to develop and publish a cross-platform mobile application to arm and disarm client systems and notify the INET central station when an authorized guest is entering a site.

- The application has cut the number of false alarms to the central station in half.

- Developed a REST API to process the requests from the app and generate alerts in the native alert system.

Dive Jive - Mobile Game Development

Jun 2017 - Jul 2018

- Developed Dive Jive, a mobile game for iOS that is styled after arcade games from the 80's; currently under review for Apple's App Store.

- Developed a location based scoring system allowing users to claim high scores for their work, school, city, state or even the globe.

- Used Photoshop to create art for the game.

Tandem Studio - Studio Co-Director

Jun 2017 - Present

- Tandem does freelance design and development work for the UT and local Austin community helping our 20+ designers grow and give back to their community.

- Implemented a weekly design critique system to improve quality control and to help designers grow.

- Implemented a client pitch system for project pickup that doubled the number of projects our designers were interested in and picked up.

- Taught workshops on animation, illustration and development.

- Worked with clients to provide branding, UI/UX designs and motion graphics.

Education

The University of Texas at Austin

Bachelor of Science in Computer Science

GPA: 3.81

Graduating May 2019

Languages

Swift

Java

Python

JavaScript

HTML

CSS

C

C++

Tools

React Native

Redux

Xcode

Git

Amazon Web Services

Vim

Docker

Travis CI

Google Test

Design

Illustrator

After Effects

Animate

Figma

Sketch

Photoshop