

# Hudson Hughes

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Bachelor of Science in Computer Game Science (GPA 3.2)  
University of California, Irvine, Donald Bren School of Computer Science

Expected March '18

## Languages and Skills

Proficient: Java, Python, C, OOP  
Intermediate: HTML, Javascript, C#,  
MySQL, Kotlin, C++, Bash, CSS, Design  
Patterns, NoSQL

## Technologies

Android SDK, AJAX, AWS (EC2),  
Bootstrap, Django, Firebase, Git, jQuery,  
Linux, NGINX, NodeJS, React, REST API,  
Unity, Webpack

## Recent Coursework

Artificial Intelligence  
Design and Analysis of Algorithms  
Machine Learning  
Operating Systems  
Technical Writing

## WORK EXPERIENCE

### Computer Science Mentor, UCI Office of Access and Inclusion

January '17 - August '17

- Guiding over 50 high school and transfer students through the development of IOT projects using Raspberry Pis and Python
- Tutored undergraduate students enrolled in computer science classes

### Android Engineer Intern, Hart Inc., Anaheim

June '16 - September '16

- Developed an Android application allowing patients to report their daily diets to doctors
- Implemented a RESTful API client to communicate with servers using Retrofit2
- Used agile methodologies to collaborate with peers and create a cross platform communication system

### Computer Science Undergraduate Researcher, UC Irvine

May '16 - Present

- Implemented a new algorithm in C++ that improves the performance of our team's network alignment software
- Won the UC Irvine GEM Grad Lab research poster competition sponsored by Qualcomm
- Wrote a scientific paper detailing my findings; [docdroid.net/Tgql6dc/hudsonhughessana.pdf](https://docdroid.net/Tgql6dc/hudsonhughessana.pdf)

## PERSONAL PROJECTS

### Retroactive Recorder for Android

November '17 - January '18

- Created and published a new type of audio recorder that lets users capture events they didn't anticipate, such as funny moments or harassment
- Accomplished by continuously storing only the past five minutes of audio whenever the phone is on
- Users retroactively store audio for later playback at the press of a button
- Built using Kotlin, Java and the Android SDK with backwards compatibility back to Android 4.1

### Lynk: Learning Management System

September '17 - November '17

- Creating a prototype course management system for use in K-12 schools including attendance tracking, and grading systems
- Backend: Python, Django, REST, and SQL; Frontend: AJAX, jQuery, Bootstrap, and HTML

### Bombberman Online

April '17 - June '17

- Created a version of Bombberman with online multiplayer functionality using UDP, TCP, and HTTP
- Includes accounts, lobbies, latency mitigation and invitations
- Backend: NodeJS, SQL, and REST; Client: Unity3d and C#

### tabpad.me

March '17

- Implemented a website and corresponding Chrome extension for saving browser sessions in the cloud and restoring them on any other device without the need to make an account.
- Backend: NodeJS; Frontend: AJAX, jQuery, Bootstrap, and HTML

### Incognito Instagram for Android

December '16

- Developed and published an Android application that allows users to browse Instagram without accidentally liking posts
- Built using Java, the Android SDK and Javascript injections on a customized web browser.