

Hudson Hughes

541 Stanford Court Irvine, CA 92612

96hudson@gmail.com

1-310-415-1267

github.com/HudsonHughes/Portfolio

EDUCATION

University of California, Irvine
Bachelors Computer Game Science

Expected graduation date: June, 2018
GPA: 3.1

SKILLS AND TECHNOLOGIES

- Five years of experience developing Android applications with Java
- Advanced: Java, C++, Python, HTML5, Javascript, Android SDK
- Proficient: Linux, Bash, Unity Game Engine, C, SQL, Git, C#, CSS, Node.js, Unit Testing

WORK EXPERIENCE

Android Engineer Intern, Hart Inc.

(June, 2016 - September, 2016)

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

Computer Science Undergraduate Researcher, University of California, Irvine

(May, 2016 - Present)

- Designed and implemented a new algorithm in C++ that improves the performance of our teams network alignment software.
- Coauthoring an article that will be published in a scientific journal.
- Won the UC Irvine Gem Grad Lab research poster competition sponsored by Qualcomm.

Programming Tutor, UCI Office of Access and Inclusion

(January, 2017 - Present)

- Providing Python programming lessons to freshmen computer science students for 10 hours per week.

PERSONAL PROJECTS

Retroactive Recorder for Android

(April, 2017)

Using Java and the Android SDK, I created a new type of audio recorder that lets users capture events they didn't anticipate, such as funny moments or harassment. It does this by continuously storing only the past five minutes of audio whenever the phone is on. Users can retroactively store audio at the press of a button. <http://bit.ly/2nGfuhd>

tabpad.me

(March, 2017)

I used Node, HTML, Javascript, AJAX, and Mongodb to implement 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. <http://tabpad.me>

Connect 4 AI in Unity3d

(February, 2017)

I built a minimax AI that plays a variation of Connect 4 with the user. The game was created in Unity3d and scripts were written in C#.

Incognito Instagram for Android

(December, 2016)

I developed and published an Android application that allows users to browse Instagram without accidentally liking posts with Java and Javascript injections on a customized web browser. <http://bit.ly/2p7LI5d>

RELEVANT COURSEWORK

- Databases
- C++
- Game Design
- Computer Networks
- Data Structures and Algorithms
- Artificial Intelligence