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# Julian Michael Rice

Aspiring Software Engineer || UCLA 2020

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## SKILLS

COMPUTER SCIENCE	C, C++, C#, Lua, Python, Java, Bash, Git, UNIX, HTML & CSS, PHP, React Native, Lisp, MySQL, 120 WPM
LANGUAGES	English, Japanese (N2), Mandarin
HOBBIES	Gaming, Violin, Tutoring, Basketball
PERSONALITY	Good Under Pressure, Motivator

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## SUMMARY

I am a full-time undergraduate student aspiring to be a software engineer and am ready to learn! I specialize in C++, Python, game programming, and creating websites. I am an organized team motivator that enjoys working and learning from others! Check out my website to learn more!

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## WORK EXPERIENCE

**SuperCoding** – Partner, Programming Instructor

Palos Verdes, CA || SEP 2017 – PRESENT

Website: <https://www.supercoding.io>

- ❖ Part of a startup with two other entrepreneurs, assisting with website & curricula development, marketing. Responsible for updating the website.
- ❖ Created and currently instruct OOP courses in Python using both command line and the Turtle, Tkinter, PyGame, OpenCV, and Numpy modules.

**Quantasy** – Game Design Intern

Los Angeles, CA || SEP 2018 – DEC 2018

- ❖ Assist with level design and design game mechanic documents, back-end server details for a game (including Game Center), as well as learn the process of developing a game with React Native.
- ❖ Debug, design, and implement new features including in app purchases and an updated progression screen in Harvey's Hundreds (iOS).

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## EDUCATION

University of California, Los Angeles

Expected Graduation: JUN 2020 || GPA: 3.40

- ❖ Linguistics & Computer Science B.A., Japanese B.A

### Relevant Coursework

C++ Programming	Computer Microsystems
Python Programming	Algorithms & Complexity
Data Structures	OS Principles
Software Construction Lab	Computational Linguistics

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## PROJECTS

**Language Connect** – Full Stack Development

SEP 2018 – PRESENT (React.js, Reactstrap, Bootstrap)

- ❖ Utilizing Bootstrap and Django to develop both the front and back end portions of the platform.
- ❖ Part of UCLA Creative Labs developing a language exchange platform with six other UCLA students, acting as a year long programming project.

**Flash Favors** – iOS App Development (Full Stack)

AUG 2018 – PRESENT (Xcode, React Native, Docker, Parse Server)

- ❖ Developing an iOS app using React Native, HTML & CSS, JSX, alongside two others, and am currently developing the backend server.
- ❖ Part of a startup with six university students from UCLA. Flash Favors streamlines numerous requests and allows for favors to be completed by anyone.

**Rotor-Router Model** – C++ Simulation & Paper

JUN 2018 – AUG 2018 (Xcode, C++, Viewable on Github)

- ❖ Developed a simulator that calculates the average stabilization time and other traversal data of a graph traversed by a mobile agent.
- ❖ Wrote a 27 page paper on the robustness of single, multi agent graph traversal efficiency, including analysis of simulation results and upper bound times for two variations of the algorithm.

**How Far Can You Go?** – 2D Platformer Game

2012 – 2016 (ActionScript 2.0, Adobe Flash, Viewable on IndieDB)

- ❖ Developed a 2D minimalistic platformer for Windows and Mac that got over 9500 views and an 8.5 rating on IndieDB.