Julian Michael Rice

Aspiring Software Engineer || UCLA 2020

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SKILLS

TOP SKILLS	C, C++, C#, Python, Git, UNIX, HTML, CSS, Javascript, Haskell, SQL, Swift, Adobe Photoshop, Premiere Pro
LANGUAGES	English, Japanese (N2), Mandarin
SOFT SKILLS	Leadership, Recruitment, Motivator
HOBBIES	Gaming, Violin, Tutoring, Basketball

WORK EXPERIENCE

Rice Games – Founder & Lead Programmer

Los Angeles, CA || AUG 2018 – PRESENT
Website: https://www.ricegames.net/

- ❖ **Founder**: Developing ARPG in Unity that facilitates Japanese language learning with a team of artists, composers, programmers, and interns.
- ❖ **Game Programmer**: Implemented skill tree system, world map navigation, JSON parsing, a custom GUI editor, dynamic health manager, and more.

Panasonic – AI Software Engineer Intern

Osaka, Japan || JUN 2019 – AUG 2019

- ❖ Helped improve AI algorithms used to detect facial landmarks and concentration levels and developed a real-time application for concentration ratio.
- ❖ Developed PyQt5 program to facilitate experiment aiming to check accuracy of the CTR program that Panasonic currently uses. (Text, CSV parsing).

Logos News – iOS Software Engineer Intern

Los Angeles, CA || APR 2019 – JUN 2019
Website: https://logosnews.tech/

- ❖ Optimized the app by modifying Swift code; generated 90%+ faster load time increases for user endorsements. Cleaned hundreds of lines of code.
- ❖ Implementing new features into the base app using Swift and connecting the front-end to Firebase; following designs issued by UI team.

EDUCATION

University of California, Los Angeles

Expected Graduation: APR 2020 || GPA: 3.4 / 4.0

- ❖ Majors: Linguistics & Computer Science, Japanese
- ❖ Minor: Entrepreneurship

Relevant Ling & CS Coursework

C++, Python Programming	Computer Microsystems
Fundamentals of AI	Algorithms & Complexity
Data Structures	Operating Systems
Software Construction Lab	Computational Linguistics
Syntax I and II	Semantics I and II

MAIN PROJECTS

Shujinkou – Japanese Language Learning 2D JRPG

SEP 2018 - PRESENT (C#, Game Design, Unity, HTML, CSS, etc.)
Website: https://www.projectsjk.co/

- ❖ **Programming Leader**: Managed six programmers over the summer with version control on GitHub, combining for 600+ commits in 2 months.
- ❖ **Product Validation**: Reached #1 post on Nintendo Switch subreddit (1.3m users), 15k unique visits to site, 2k subscribers on mailing list.
- ❖ **TGS2019 Exhibitor**: Exhibited at Tokyo Game Show (260,000+ people), interviewed by Gamereactor, covered by Dengeki Online, RPGamer, and more.
- ❖ **Video Editor**: Learned & used Premiere Pro to create the reveal trailer, which has over 5k views.

Japanese Reflexives – Pronoun Validation & Paper

JAN 2019 – MAR 2019 (Haskell, Linguistics, Basic NLP)

- ❖ Developed a program that takes Japanese reflexive sentences as input and checks for syntax validity.
- ❖ Wrote short research paper on different reflexive pronouns in Japanese, and the structure of the program used to evaluate the sentences.

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 various traversal data of a graph traversed by a memoryless mobile agent.
- ❖ Wrote research 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.