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, JS(X), PHP, React Native, Lisp, MySQL, 120 WPM
LANGUAGES	English, Japanese (N2), Mandarin
HOBBIES	Gaming, Violin, Tutoring, Basketball
PERSONALITY	Good Under Pressure, Motivator

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 engines, and creating websites. I am a team motivator that is organized and enjoys working and learning from others! Check out my website to learn more!

WORK EXPERIENCE

SuperCoding – Partner, Programming Instructor
Palos Verdes, CA || SEP 2017 – PRESENT
Website: https://www.supercoding.io
- ❖ One of three partners assisting with the company website, curricula development, and marketing.
- ❖ Instructed game development courses on 2D action, platform RPG games using GameMaker.
- ❖ Instructed online & offline programming courses on HTML/CSS, C++, and Python (Turtle, Tkinter). Includes homework and weekly quizzes & exams.

Quantasy – Game Design Intern
Los Angeles, CA || SEP 2018 – PRESENT
- ❖ Debug, design, and implement new features including in app purchases and an updated progression screen in Harvey's Hundreds (iOS).
- ❖ Designed and programmed a level generator using C++ that can produces a variety of challenging levels for Harvey's Hundreds.

EDUCATION

University of California, Los Angeles
Expected Graduation: JUN 2020 || GPA: 3.38
- ❖ 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	Syntax I & II, Semantics I

PROJECTS

Language Connect – Front End Development
SEP 2018 - PRESENT (React.js, Reactstrap, Bootstrap)
- ❖ Utilizing React.js and Reactstrap to develop the front-end portion of the language exchange site.
- ❖ Part of UCLA Creative Labs developing a language exchange platform with nine other UCLA students as a term project for the Fall 2018 quarter.

Flash Favors – iOS App Development (Full Stack)
AUG 2018 - PRESENT (Xcode, React Native, Docker, Parse Server)
- ❖ Programming an iOS app using React Native, HTML & CSS, JS (JSX), alongside two others, and am currently developing the server and databases.
- ❖ 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.