Korbin L Hillan

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EDUCATION

Arizona State University   **Taft, CA**
Bachelor's of Science in Software Engineering   *Expected Graduation, May 2026*
- o **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Object-Oriented Programming**,** Discrete Mathematics, Database Design, Software Enterprise

PROJECTS

Movie Horizon | *React, Next.js, Tailwind, Node.js, CI/CD Postgres, Typescript*   **Dixon, CA**
Team Lead | github.com/Korbin-Hillan/MovieHorizon   *Jan 2025 – Present*
- Developed a complete full-stack solution leveraging React, Node.js, TypeScript, and TailwindCSS to create a dynamic and interactive movie database application.
- Implemented secure OAuth-based authentication (using Google) and custom authentication flows, allowing users to create personalized movie lists while enabling administrators to manage (add, delete, and update) movie records.
- Designed and integrated a RESTful API with a PostgreSQL backend, optimizing SQL queries and ensuring efficient data retrieval and scalability for high-volume traffic.

Memoranda Project (Team Project) | Java, Swing, Junit, Gradle, Git/Github,   **Dixon, CA**
Team Lead   *Aug 2024– Oct 2024*
- Collaborated in an Agile Scrum environment to develop a scheduling and note-taking application.
- Led the design and implementation of room scheduling features using Java and Swing, reducing double-booking errors by **30%**.
- Implemented comprehensive unit and integration tests, boosting test coverage from **60%** to **90%**.
- Developed a workout scheduling module with over **5k** lines of code, seamlessly integrating it into the main application.

Multiplayer Checkers Game | Java, JavaFX, Threads, Sockets, Minimax Algorithm   **Dixon, CA**
Team Lead   *Jan 2024– Mar 2024*
- Developed a **multiplayer checkers game** in **Java and JavaFX** with real-time networking.
- Implemented a **client-server model** for game state synchronization and player interactions.
- Designed an intuitive **GUI** and enforced **turn-based game logic** with move validation.
- Utilized **multithreading** to prevent UI freezing and enhance responsiveness.
- Applied **unit testing** and **software design patterns (MVC)** for maintainability and scalability.

EXPERIENCE

Starbucks Coffee Company   **Taft, CA**
Shift Supervisor   *May 2021– Oct 2024*
- Led and trained a team of baristas, ensuring exceptional customer service and operational efficiency.
- Managed daily store operations, including cash handling, inventory management, and staff scheduling.
- Enhanced order accuracy and service speed, directly improving overall customer satisfaction.

Taft College   **Taft, CA**
Mathematics Tutor   *Aug2022– Jan 2023*
- Provided one-on-one and group tutoring in algebra, calculus, significantly boosting student performance.
- Developed tailored problem-solving strategies and fostered critical thinking skills.
- Adapted teaching methods to meet diverse learning styles, ensuring comprehensive student understanding.

ACTIVITIES AND LEADERSHIP

Code Devils Association   **Tempe, Az**
Member   *Aug 2023 – Current*
- Member of an organization of 500+ members, creating interactive projects like web design, apps, and video games

SKILLS

Programming: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, React, Node.js, Flask, JUnit
Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse