

Lasse Nordahl

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EDUCATION

UC IRVINE

B.S. IN COMPUTER SCIENCE

Grad December 2020 | Irvine, CA

College of ICS

GPA: 3.87 / 4.0

AMERICAN RIVER COLLEGE

TRANSFER - COMPUTER SCIENCE

Grad May 2018 | Sacramento, CA

GPA: 4.0 / 4.0

LINKS

Github:// [LasseNordahl](#)

LinkedIn:// [LasseNordahl](#)

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms

Advanced Programming with Python

Linear Algebra

Computer Science based Statistics

Discrete Math

OOP with Java

Database and SQL

Technical Writing

Computer Networks

SKILLS

TECHNICAL

Languages

- Javascript
- Python
- C++
- HTML/CSS
- SQL

Frameworks

- React
- NodeJS
- Flask
- AngularJS
- NoSQL
- REST
- Git
- Agile

EXPERIENCE

BEYOND LIMITS AI | SOFTWARE ENGINEERING INTERN

June 2019 – August 2019 | Glendale, CA

- Developed features on an autonomous robotics project utilizing computer vision for corrosion detection.
- Integrated robotics framework and Web-GUI to display progress alerts, lidar streams, and video feeds.
- Built full-stack configuration tool that manages the setting of environment variables and mapping data to improve testing workflow.

INTEL | SOFTWARE ENGINEERING INTERN

February 2018 – September 2018 | Folsom, CA

- Developed modules and implemented features within an internal test-automation codebase using Angular JS and Flask.
- Redesigned and optimized data visualization tools resulting in faster loading times and a significantly improved user experience.
- Oversaw and mentored a team of three interns, managing work distribution to meet quarterly deadlines.

INTEL | SOFTWARE ENGINEERING INTERN

June 2017 – February 2018 | Folsom, CA

- Architected and deployed an AngularJS web application that handled requesting and scheduling of memory product tests for 200+ employees.
- Implemented real-time and historical data visualization of equipment efficiency to maximize equipment utilization using D3.
- Platform streamlined test scheduling and communication resulting in accelerated roadmap completion.

PROJECTS

IOT DEVELOPMENT | UCI SCHOOL OF ICS

January 2019 – Present

Currently designing and developing IoT applications for the TIPPERS research team at UCI. Responsibilities include wire-framing and building user interfaces, improving information security through OAuth, and contributing to larger architecture design between IoT APIs and their applications.

IMPULSE | CALTECH HACKS - BEST UX/DESIGN AWARD

March 2019

Created an internship application management platform that used email parsing and natural language processing to create and organize internship application timelines. Developed with React and NodeJS while using Google's Gmail and NLP APIs.

PXL | OUTSIDE HACKS

August 2018

Developed a mobile web application that utilizes phone screens to create an interactive LED Matrix at concerts and other large events. Built with React and Firebase to seamlessly display patterns across all devices connected to any event.

ACTIVITIES

Marketing Officer

HackUCI

Feb 2019 - Present

Web Developer

UCI FSAE Electric Racing

Sept 2018 - Jan 2019