Ezar **Enanda**

9575 Genesee Ave. Apt#C2 San Diego, CA 92121

(+1) 760-500-4047 | razenanda@gmail.com | Razelot

Skills

Programming	JAVA, C#, C++, Python, Ruby, SQL, HTML+CSS, Verilog HDL
Software Tools	Linux, Git, Vim, Rails, Eclipse, Android Studio, Unity3D
Other	Image Editing (Photoshop), Language (English, Indonesian)

Education

University of California, San Diego   *San Diego, California*

B.S. IN COMPUTER ENGINEERING   *Sep. 2015 - EXP(Spring 2017)*

- GPA: 3.3

Mira Costa Community College   *Oceanside, California*

A.A. IN COMPUTER SCIENCE   *Aug. 2012 - May. 2015*

- GPA: 3.82 - Dean's List

Coursework and Projects

Software Engineeiring   *UCSD*

WHOSECHORE - GROUP CHORE MANAGEMENT WEB APPLICATION USING RUBY AND RAILS   *Spring 2016*
- Agile software development group environment.
- Deployed on Heroku with PostgreSQL database.

Artificial Intelligence Search Algorithms   *UCSD*

SOLVING PROBLEMS AND GAMES WITH SEARCH ALGORITHMS IMPLEMENTATIONS   *Spring 2016*
- Utilized search algorithms to implement a mancala AI and a sudoku solver.
- Baye's network theory for AI predictions.

Data Structures and Algorithms   *UCSD*

IMPLEMENTED AND UTILIZED VARIOUS DATA STRUCTURES IN C++   *Winter 2016*
- Huffman compression using a binary trie.
- Dictionary word prediction using multi-way search trie, priority queues and maps.

Computer Architecture & Assembly Language   *MiraCosta*

SIMULATED THE BUILDING OF A GENERAL-PURPOSE COMPUTER SYSTEM FROM THE GROUND UP
- Implemented hardware modules using HDL.
- Constructed an assembler that translates assembly code into machine language.

Object Oriented Programming   *MiraCosta*

OBJECT ORIENTED DESIGN
- Designed an airline seat manager program with a GUI using a the limited JACK language.
- Created a student/instructor course management program.
- Replicated a battle mechanic from a Japanese role playing video game.

Extracurricular

Game Development Studio   *UCSD*

MEMBER   *Sep. 2015 - May. 2016*
- Small on campus video game development group.
- Integration of script and UI assets with the Unity 3D game engine.

Other Work Experience

Made's Warung (Restaurant)   *Bali, Indonesia*

WAITER/ HOST   *Jun. 2015 - Aug. 2015*
- Handling customer service including directly dealing with complaints.

Surya Inc.   *Carlsbad, California*

PART-TIME WAREHOUSE EMPLOYEE   *Jan. 2013 - 2014*
- Fast and consistent work for inventory management and shipment.