

Ezar Enanda

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Skills

Programming Python, JAVA, C#, C++, Ruby, SQL, JScript, Verilog
Tools Linux, Git, Atom.io, MATLAB, Unity3D
Frameworks Django, Rails, Node.js
Design HTML+CSS, Bootstrap, Photoshop, Balsamiq, InVision

Education

University of California, San Diego

B.S. IN COMPUTER ENGINEERING

- Major GPA: 3.4

San Diego, California

Sep. 2015 - EXP(Spring 2017)

Mira Costa Community College

A.A. IN COMPUTER SCIENCE

- GPA: 3.82 - Dean's List

Oceanside, California

Aug. 2012 - May. 2015

Projects and Experiences

WOWBali International

VOLUNTEER WEB DEVELOPER FOR A NONPROFIT FOUNDATION.

- Delivering content with the focus of attracting newer generations.
- Promoting upcoming events through social media.

Bali, Indonesia

Jan. 2017 - Current

Demon Compendium

DJANGO WEB APPLICATION TO ASSIST PLAYERS OF THE SHIN MEGAMI TENSEI IV VIDEO GAME.

- Provides user with a searchable database regarding the characters found in game.
- Responsive HTML+CSS design mimicking the actual game UI.

Personal

Sep. 2016 - WIP

Game Development Studio

MEMBER OF SMALL ON CAMPUS VIDEO GAME DEVELOPMENT GROUP.

- Integration of script and UI assets with the Unity 3D game engine.
- Testing and debugging code to ensure playability of game.

UCSD

Sep. 2015 - May. 2016

Courseworks

Software Development

WHOSECHORE - GROUP CHORE MANAGEMENT WEB APPLICATION USING RUBY AND RAILS

- Agile software development group methodology consisting of ten members.
- Created a rotation system through the use of algorithms and relational tables as the Database and Algorithm specialist.
- Deployed on Heroku with PostgreSQL database.

UCSD

Spring 2016

Digital Circuit Design

VERILOG PROGRAMMING UTILIZING IP CORES

- Designed a circuit that implemented the Fast Fourier Transform algorithm.
- Optimizing clock cycles by parallelizing computations.
- Use of MATLAB to assist in testing specific circuit components.

UCSD

Fall 2016

Web and Multimedia Design

DESIGNING MODERN APPLICATIONS BASED ON FEEDBACK OF POTENTIAL USERS

- Low to High fidelity prototype design using Balsamiq, Photoshop and InVision.
- Needfinding and storyboards to simulate use cases. Gathering user feedback through prototypes.

UCSD

Summer 2016

Artificial Intelligence Search Algorithms

SOLVING PROBLEMS AND GAMES WITH SEARCH ALGORITHMS IMPLEMENTATIONS

- Utilized advery search algorithms to implement a mancala bot.
- AC-3 algorithm to solve basic sudoku and its other variants.
- Bayes's network theory for AI probability predictions.

UCSD

Spring 2016