Ezar **Enanda**

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

(+1) 760-500-4047 | razenanda@gmail.com | ezar.dev-sum.tech | Razelot

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   *San Diego, California*

B.S. in Computer Engineering   *Sep. 2015 - EXP(Spring 2017)*

- Major GPA: 3.4

Mira Costa Community College   *Oceanside, California*

A.A. in Computer Science   *Aug. 2012 - May. 2015*

- GPA: 3.82 - Dean's List

Projects and Experiences

WOWBali International   *Bali, Indonesia*

Volunteer web developer for a nonprofit foundation.   *Jan. 2017 - Current*
- Delivering content with the focus of attracting newer generations.
- Promoting upcomming events through social media.

Demon Compendium   *Personal*

Django web application to assist players of the Shin Megami Tensei IV video game.   *Sep. 2016 - WIP*
- Provides user with a searchable database regarding the characters found in game.
- Responsive HTML+CSS design mimicking the actual game UI.

Game Development Studio   *UCSD*

Member of small on campus video game development group.   *Sep. 2015 - May. 2016*
- Integration of script and UI assets with the Unity 3D game engine.
- Testing and debugging code to ensure playability of game.

Courseworks

Software Development   *UCSD*

WhoseChore - Group chore management web application using Ruby and Rails   *Spring 2016*
- Agile software development group mehodology 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.

Digital Circuit Design   *UCSD*

Verilog programming utilizing IP Cores   *Fall 2016*
- 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.

Web and Multimedia Design   *UCSD*

Designing modern applications based on feedback of potential users   *Summer 2016*
- Low to High fidelity prototype design using Balsamiq, Photoshop and InVision.
- Needfinding and storyboards to simulate use cases. Gathering user feedback through prototypes.

Artificial Intelligence Search Algorithms   *UCSD*

Solving problems and games with search algorithms implementations   *Spring 2016*
- Utilized advery search algorithms to implement a mancala bot.
- AC-3 algorithm to solve basic sudoku and its other variants.
- Baye's network theory for AI probability predictions.