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
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 Extracurricular

Demon Compendium
Personal

Web application to assist players of the Shin Megami Tensei IV video game.
Sep. 2016 - WIP

- Implemented using the Django framework. Stores relational game data in SQL databse.
- Responsive HTML+CSS design mimicking the actual game UI.
- Live version deployed on Heroku.

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.
- 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.

Data Structures
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.