

Ezar Enanda

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Skills

Programming Python, JAVA, C#, C++, Ruby, SQL, JScript, Verilog
Tools and Frameworks UNIX, Git, Django, Rails, Unity3D
Design HTML+CSS, 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 Extracurricular

Demon Compendium

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

- Implemented using the Django framework.
- Store relational game data in SQLite database.
- 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.
- Documentation of artifacts.
- Deployed on Heroku with PostgreSQL database.

UCSD

Spring 2016

Web and Multimedia Design

DESIGNING MODERN APPLICATIONS BASED ON FEEDBACK OF POTENTIAL USERS

- Needfinding and storyboards to simulate use cases.
- Gathering user feedback using low fidelity prototyping.
- High fidelity prototype design using Photoshop and InVision.

UCSD

Summer 2016

Artificial Intelligence Search Algorithms

SOLVING PROBLEMS AND GAMES WITH SEARCH ALGORITHMS IMPLEMENTATIONS

- Utilized adverb 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.

UCSD

Spring 2016

Data Structures

IMPLEMENTED AND UTILIZED VARIOUS DATA STRUCTURES IN C++

- Huffman compression using a binary trie.
- Dictionary word prediction using multi-way search trie, priority queues and maps.

UCSD

Winter 2016

Object Oriented Programming

LIST OF SOME PROGRAMS CREATED THROUGHOUT VARIOUS PROGRAMMING COURSES

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

MiraCosta