John Doe

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Education

University of California BOTTOM TIER L City, CA
Bachelor of Science in Computer Science *Sept. 2022 – January 2026*

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Discrete Mathematics, Operating Systems, Compilers, Databases, Networking

Technical Skills / Awards

Languages: Java, Python, C++, React, JavaScript / Typescript, C#, HTML / CSS, SQL, Rust
Frameworks/Technologies: Next.js, TailwindCSS, Google Cloud Platform, QT Creator, Grafana, Firebase, AWS Cloud, Azure, Docker, Kubernetes, Karate, TensoFlow, PyTorch, PostgreSQL
Developer Tools: Git, VS Code, Github, IntelliJ, GTest, CMake, Azure DevOps

Experience

Software Engineer Intern June 2024 – September 2024
Late Stage Biotech Startup *–, CA*

- Designed and implemented a custom identity provider for client-facing services, using **OAuth** and **WebAuthn** resulting in a **25%** reduction in costs from the previous service
- Developed **REST API** Endpoints, focusing on secure identity verification and data exchange using Azure Cloud
- Integrated Azure API Management with system architecture to ensure scalability and security across the platform
- Implemented a Test Automation Framework using **Karate**, automating the validation of API reliability
- Authored technical documentation for the Identity Provider to meet security/compliance measures for the FDA

Software Engineer Intern June 2022 – September 2022
Small Software Company *-, CA*

- Streamlined the membership portal process by developing a new full-stack platform with **React** and **PostgreSQL**
- Improved user authentication by integrating Firebase Authentication with mobile push notifications
- Streamlined CI/CD pipeline by implementing containerization with **Docker** and orchestrating deployments using **Kubernetes**, reducing build times and enabling consistent deployments across environments
- Optimized database performance by refactoring SQL queries and implementing **Redis** caching to reduce load times, achieving a **30%** increase in data retrieval speed and overall database efficiency

Driver Interface Software Engineer September 2022 – June 2023
Solar Car Team *-, CA*

- Implemented a high-performance driver interface using **Qt/C++**, implementing multi-threading enhancing real-time system responsiveness
- Engineered **15+** dynamic and responsive GUI components
- Architected a wireless telemetry system to maintain **100+** payloads and dynamically display them using **Grafana** and **influxDB** for real-time data visualization, enhancing monitoring capabilities
- Developed full-stack application using React, Node.js, and MongoDB which increased growth in team membership and attracted additional sponsorships by streamlining communication and promotional efforts

Projects

Movie Recommendation Website | *Next.js, Typescript, OpenAI* July 2023

- Developed a full-stack web application that recommends movies and shows based on a prompt
- Implemented **GPT-3.5** API for recommendation engine, enabling sophisticated natural language processing capabilities, improving recommendation accuracy and relevance
- Incorporated IMDB API to display movie posters dynamically and reduced API redundancy by **60%**
- Implemented server-side streaming to generate recommendations in real-time based on user input/genre selection

Online Forum | *Next.js, TailwindCSS, Google Cloud Platform* January 2023

- Developed a secure and anonymous real-time forum for —
- Implemented with Firestore, enabling real-time updates which facilitated seamless communication among users
- Utilized the latest libraries such as app router from **Next.js** to enhance forum performance significantly
- Deployed using **Vercel** with a **NoSQL** database hosted on the Google Cloud Platform