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## Skills

MySQL; MongoDB; Hands-on IT Experience; API Design; Network Configuration; Python; PHP; Node.js; Collaboration and Cross-team Communication; Version Control; Bash/Powershell Automation; Microsoft Systems; HTML5/CSS3; MongoDB; Docker Compose; TCP/IP Protocols;

## Education

### California State University, Fullerton (prospective)

Pursuing a MS in Computer Engineering

Investing in a stronger emphasis in computer hardware

### University of California, Irvine (March 2024)

Completed a BS in Software Engineering with a GPA of 3.671

Enrolled at the school of Informatics & Computer Science

Participated at ACM; devised and presented solutions for LeetCode problems

Started course track for an MSE in Computer Engineering at CSUF

### Santiago Canyon College (May 2020)

Majored in Computer Science; graduated with an AA in Liberal Arts

Re-took courses in data structures; enrolled in STEM Academy

Earned a 4.0 GPA for major-related courses

## Work

### Front-end Developer at GameIn (Sep 2023 - Mar 2024)

a tool to match e-sports streamers and financial sponsors

Implemented mobile-responsive pages using Next.js (and thus React) from existing mockups, enhancing user experience.

Collaborated directly with developers and C-suite personnel to gather requirements and ensure alignment with business objectives.

Contributed to building and presenting a team-wide slide deck in Google Slides, utilizing Figma for design consistency.

## Contracted Graphic Designer @ Islamic Institute of Orange County (Apr 2016 / Present)

et al.

Advertised social events with non-profits, e.g. Islamic Institute of Orange County and Sabil USA, utilizing data-driven design strategies.

Designed real-estate marketing materials for Berkshire Hathaway agents, focusing on effective communication of key messages.

Commissioned to design over 20 event fliers for non-profit organizations, ensuring alignment with branding and audience engagement.

## Internship @ CSU Fullerton (Sep 2017 / May 2018)

under the Val Tech Program

Assisted in the development of a brain-computer interface with graduate students, applying analytical skills to support research objectives.

Designed user interface for mock-up calibration procedure, enhancing usability and user experience.

Project coordinated by Professor Kiran George, PhD, fostering collaboration and communication skills.

## Professional Engineering Course Center (Jun 2015 - Present)

(on call)

Consulted in provisioning GNU/Linux file servers for office use using Ubuntu and Samba, enhancing data management capabilities.

Assisted in architectural and structural design plans of commercial and industrial sites, applying analytical thinking to design challenges.

## Raising Cane's; El Pollo Loco (Aug 2019 - Jun 2021)

(customer service, part-time)

Effectively communicated with customers and team members in a fast-paced environment, enhancing customer satisfaction.

Assumed different roles within the restaurant to support overall operations, demonstrating flexibility and teamwork.

Handled cash transactions and utilized point-of-sale systems, ensuring accurate financial reporting.

Addressed customer concerns and resolved issues in a positive and efficient manner, contributing to a positive customer experience.

Analyzed pricing schemes according to market value, applying basic data analysis skills to support business decisions.

## Projects

### Röblox Freedom Distribution (Jul 2023 - current)

<https://github.com/Windows81/Roblox-Freedom-Distribution>

Röblox Freedom Distribution is a streamlined culmination of research to allow users to host and join Röblox servers in a local- or wide-area network.

Designed and deployed cross-platform network configurations to optimize client-server connectivity

Conducted diagnostic programs to monitor server performance and address network issues

Troubleshoot technical problems for warehouse-style multi-user environments in a LAN/WAN configuration

### Webhooky (Feb 2018 - Sep 2019)

<https://github.com/Windows81/Playing-Webhooky>

Webhooky was a lightweight, database-driven webhook proxy for Röblox games interacting with Discord's webhook API.

Developed webhook integrations and API notifications to safely transfer data between multiple platforms

Created a backend framework optimized for high database performance using SQL (MySQL), PHP, and RESTful APIs

Designed and tested systems for real-time communication and integration error debugging

### Tubeup (Aug 2023)

<https://github.com/bibanon/tubeup>

Tubeup is a project I reviewed and contributed code to re-upload videos from a YouTube channel to the Internet Archive.

Debugged network-interaction code related to video payload delivery, ensuring fault-tolerant operations

Built Python tools to enhance compatibility across cloud-hosted infrastructure

Contributed fixes toward optimizing file transfer protocols and video metadata archiving

### Röblox Script Executor (Jul 2022 - May 2023)

<https://github.com/Windows81/Roblox-Script-Executor-CLI>

Röblox Script Executor was a command-line interface facilitating script execution on Röblox.

Built T-SQL scripts for managing and organizing large-scale database parameters

Automated the execution of customizable CLI workflows for server operators across remote APIs

Developed operational tooling to streamline backend command operations and debugging efforts

### GoAnimate Wrapper (Dec 2019 - Nov 2020)

<https://github.com/GoAnimate-Wrapper/GoAnimate-Wrapper>

GoAnimate Wrapper is a locally-hosted project with product features to interop with Vyond's Legacy Video Maker. With a team of community experts, Wrapper became a significant full-stack web infrastructure project.

Designed backend tools to improve fault-tolerant server processes for ground-up troubleshooting

Provided user-facing logging systems for both network events and asset generation pipelines

Conducted performance metrics and led implementation updates for continuous system improvement