

# Arthur Lafrance

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Curious, passionate, and driven upper-division undergraduate student seeking opportunities to gain software engineering knowledge and experience using full-stack web and mobile application development skills.

## Education

### University of California, Irvine

2019 - 2023 (expected)

- B.S. in Computer Science, specializing in Artificial Intelligence
- Relevant Coursework: OOP in Python & C++, Software Engineering, Discrete Math, Computational Linear Algebra, Probability & Statistics, Calculus

## Experience

### Software Engineering Intern, Centric Software

June 2020 - present

- Develop Centric's industry-leading PLM mobile apps, shipping high-priority code to clients.
- Use Swift/Objective-C & Core Graphics to build a custom canvas editor to render/edit/save product mockups for the Sample Review app.

### Co-Founder & CEO/Lead Software Engineer, Tapestry

February 2020 - present

- Co-founded education tech startup & lead development of proprietary code visualization platform.
- Develop backend API using Python/Django/SQL, frontend web app using Vue.js/TypeScript.
- Manage production web servers using Docker & AWS, through custom Rust task automation system.

### Software Developer, UCI Student Center & Event Services

February 2020 - present

- Develop award-winning, widely-used UCI campus iOS apps in an Agile environment.
- Use Python & SQL to interact with app-specific MySQL databases using AWS EC2, Lambda APIs.
- Use Swift to write full-stack app frontend and local backend code using the app-specific APIs.

### Freelance Software Developer, Overdecorative

August 2019 - January 2020

- Independently developed a web app for freelance art studio Overdecorative allowing clients to commission art projects and monitor their progression to completion.
- Created web server with Python/Django & SQLite and frontend with HTML/CSS/JavaScript.

## Projects

### Trivia Trek

- Worked with 2 other developers to create Trivia Trek, an iOS trivia board game, for the FBLA Mobile App Development competition, using Swift, SpriteKit, & Firebase to develop app.

## Awards & Honors

- UC Irvine Dean's Honor List (Fall Quarter 2019 - Spring Quarter 2020)
- Best Entrepreneurial Hack - Tapestry, HackUCI (February 2020)
- 1517 Fund Grantee - Tapestry (February 2020)
- 2nd Place, Mobile App Development - Trivia Trek, CA FBLA State Conference (April 2019)
- Top 15 National Finalist - Trivia Trek, FBLA National Conference (June 2019)

## Skills

**General:** Python, C++, Rust, Java, SQL

**Web:** HTML/CSS, Django, JavaScript, TypeScript, React, Vue.js

**iOS:** Swift, Objective-C, Xcode

**Infrastructure:** Git, AWS, Docker, Firebase, Bash