

# Arthur Lafrance

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Passionate, driven, and constantly curious upper-level undergraduate computer science student seeking opportunities to leverage full-stack web and iOS development skills to gain software engineering experience.

## Education

### University of California, Irvine

2019 - 2023 (expected)

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

## Experience

### Software Engineering Intern, Centric Software

June 2020 – September 2020

- 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, and to integrate it with the Java backend server and the Sample Review iOS app.

### 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 with 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 - March 2020

- Independently developed & maintained 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

### Tapestry

February 2020 - present

- Lead development of the Tapestry code visualization system (originally created at HackUCI 2020).
- Develop backend API using Python/Django/SQL, frontend web app using Vue.js/TypeScript.
- Manage production web servers using Docker & AWS (mainly Elastic Beanstalk, RDS, & S3).

### Trivia Trek

November 2018 – June 2019

- Worked with 2 other developers, leading development of Trivia Trek, an iOS trivia board game, for the 2019 FBLA Mobile App Development competition, using Swift, SpriteKit, & Firebase.
- Trivia Trek achieved high levels of success at both the state and national levels of competition.

## Awards & Honors

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