

Arthur Lafrance

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Curious and driven undergraduate student seeking opportunities to gain valuable computer science knowledge and industry experience using full-stack web and mobile app development skills.

Experience

iOS Developer, ZotTrail, November 2019 - present

- Contribute to the ZotTrail app, a UCI all-in-one information application, as a member of the iOS development team. Use Swift to interact with various backend resources to facilitate WebSOC and campus schedule integration, and to develop features such as campus map integration.

Freelance Software Developer, eXo, August 2019 - present

- Individually develop apps for tech consulting startup eXo on a freelance basis, allowing users to start new consulting projects & track the progress of existing ones. Core backend API written with Django and PostgreSQL. Used React to create frontend web app. Currently developing companion iOS app using Swift and other appropriate frameworks and technologies.

Projects

Trivia Trek

- Built an Swift-based iOS trivia board game for the FBLA Mobile App Development competition, where users answer randomized trivia questions to progress along the game board as fast as possible. I managed Firebase and backend integration, and contributed significantly to frontend and game mechanics.

Hapaya

- Currently developing a web application for online meal-planning startup Hapaya. Core features include auto-generated meal/shopping calendars and group calendar sharing. Writing backend API using Ruby on Rails and SQLite, and frontend web app using Vue.js and Node.js.

Awards and Honors

- 2nd Place, Mobile App Development, California FBLA State Conference - April 2019
- Top 15 Finalist, Mobile App Development, FBLA National Conference - June 2019

Skills

General

- Python
- SQL
- Java
- Git

Web

- HTML/CSS
- JavaScript
- Django
- React

iOS

- Node.js
- Ruby on Rails
- Vue.js
- Redux
- Swift
- Objective-C
- SpriteKit

Education

University of California, Irvine

- B.S. in Computer Science - expected graduation 2022