Albert Han

✉ alberthan2011@gmail.com
in alberthan00
○ ablerttt
⊕ ablerttt.github.io

Education:

B.S. Computer Science, University of California, Los Angeles   Expected Graduation: June 2022
GPA: 3.78, Dean's Honors List

Notable Courses: Data Structures and Algorithms, Operating Systems, Computer Networks, Programming Languages, Software Engineering, Databases Systems, Web Applications, Machine Learning, Artificial Intelligence

Skills:

Programming Languages: C, C++, Java, JavaScript, TypeScript, Python
Technologies: Linux, Git, Bash, Docker, Google Cloud Platform
Web Development: React.JS, Angular.JS, Node.JS, HTML, CSS
Database Systems: MySQL, Sqlite, MongoDB

Work Experiences:

Incoming Software Engineering Intern, Okta, Inc.   **starting June 2021**
Full Stack Developer, Daily Bruin DevOps Team   **January 2021 – present**
- Implemented backend component of large scale equipment checkout system for hundreds of students and administration members at UCLA using **JavaScript** through **Firebase Realtime Database**
- Organized structure of database, including hundreds of users of varying levels of access
- Designed and implemented detailed admin dashboard detailing checkout transactions using **React.JS**

Research Assistant, Center for Vision, Cognition, Learning, and Autonomy at UCLA   **June 2020 – September 2020**
- Utilized deep learning models to accurately predict, transform and combine meshes from skeletons of SMPL body and MANO hand models from a limited set of vertices in a GTA environment using **TensorFlow** and **PyTorch**
- Taught model to respond to external environment and adapt pose based on external objects and/or constraints

External Vice President, IEEE Student Branch at UCLA   **May 2020 – May 2021**
- Co-directed IDEA Hacks 2021, UCLA's largest hardware hackathon with over 100 participants
- Led 6 committees of over 30 members throughout summer 2020 and used communication and leadership skills to successfully execute hackathon remotely

Projects:

Benky (2020)
- Studying tool created to help students test their knowledge of concepts learned in class with various practicing and testing functionalities. (ReactJS, NodeJS, Express.js, MongoDB, Material UI)

Night in the Diner (2020)
- Interactive escape room game where the player must find clues hidden throughout the custom room environment and complete various tasks to escape. (JavaScript, WebGL, Blender, Adobe Illustrator)

IEEE OPS Capstone (2019)
- Car that navigates through a complex maze via controller connected by radio, with PCB components designed through EAGLE. (Arduino, IMU, Radio, PCB Design with Eagle)

Clubs and Organizations:

Daily Bruin (2021 - present)
- DevOps Intern (2021 - present)

Institute of Electrical and Electronic Engineers at UCLA (IEEE at UCLA) (2018 - present)
- External Vice President (2020 – 2021)
- Publicity Chair (2019 – 2020)