Angelina Suy

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SUMMARY

New computer science graduate interested in web development. Proficient in front-end technologies React, JavaScript, Typescript, HTML, CSS, and backend skills such as API manipulation, WebSocket programming, and database design. Enthusiastic and eager for early career experience.

EDUCATION

University of California, Santa Barbara   **September 2021 – September 2024**

B.S. Computer Science   *Santa Barbara, CA*

- Dean's Honors F21, W23, F23, W24
- **Relevant Coursework and Notable Projects**
  - Advanced Application Programming
    - Maintained and debugged Happy Cows, a large legacy React web app game with 4 years of developmental history, designed to illustrate the Tragedy of the Commons
    - Implemented and tested new user input validation features for a more consistent gameplay experience with Stryker, ESLint, React Storybook, and PiTest
    - Collaborated with a team of 6 using Agile Development and Scrum methodologies
  - Database Systems
    - Designed a relational database model stock market trade in the film industry
    - Programmed software that simulated market days and provided separate interfaces and functionalities for financial managers and clients looking to conduct business
    - Connected that software to a functional asynchronous database system using Oracle Java Database Connectivity and MySQL to allow persistent data access
  - Additional Courses:
    - Machine Learning, Computer Communication Networks, Intelligence & Interaction: Internet of Things, Data Structures and Algorithms
- **Extracurriculars:** CoderSB (F21 Workshop Winner)**,** Women in Computer Science (GirlsINC Mentor)

PERSONAL PROJECTS

Potluck Planner
- Created a dynamic web app that allows users to schedule and plan out potlucks
- Conceptualized a modern user interface with Figma and executed it with React, Vite, NextJs, Typescript, HTML. and CSS
- Devised a relational database in PostgreSQL, connected it through Sequelize ORM to provide custom user accounts alongside Auth0 user authorization for personalized party planning

Zen Trivia
- Launched a web app trivia game with 2 game modes: single player and multiplayer
- Built the front-end using Vite, TypeScript, HTML, CSS for a responsive user interface, styled with Bootstrap
- Developed a backend integration with the Trivia API to customize trivia question streams based on player preferences over 3 difficulties, 10 categories, and a 5-15 second time allotment
- Instituted a JavaScript backend server with Express to handle multiplayer functionality that allows users to chat and compete with up to 10 other players using Socket.io

ADDITIONAL SKILLS

- **Languages:** C++, Python
- **Frameworks & Libraries**: Spring Boot, Node.js, NumPy, PyTorch, MatPlot
- **Developer Tools**: Git, Swagger, Docker, Wireshark