

Angelina Suy

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SUMMARY

New computer science graduate interested in web development. Proficient in React, JavaScript, TypeScript, HTML, CSS, API programming, and database design. 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 to simulate 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, Computer Security, Operating Systems, Data Structures and Algorithms,
- **Extracurriculars:** CoderSB (F21 Workshop Winner), Women in Computer Science (GirlsINC Mentor)

EXPERIENCE

Data Annotation Specialist (Freelance / Contract)

July 2025 - Present

- Evaluated outputs from large language models and wrote rubrics to assess alignment with task-specific criteria for both general knowledge and coding (Python, JavaScript) projects
- Gained exposure to the full ML lifecycle, including data quality control, prompt testing, and human-in-the-loop reinforcement learning

PERSONAL PROJECTS

Potluck Planner

- Created a dynamic web app that allows users to schedule and plan out potlucks
- Designed a modern interface with Figma, executed it with React, Vite, NextJs, Typescript, HTML/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
- Integration with the Trivia API to allow for 3 difficulties, 10 categories, and a 5-30 second time allotment
- Instituted a JavaScript backend with Express & Socket.io users can chat and compete with up to 10 others

ADDITIONAL SKILLS

- Languages: C++, Golang
- Frameworks, Libraries & Tools: Spring Boot, Node.js, NumPy, Git, Swagger, Docker, Wireshark, Postman, Tailwind