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Alex Ha

HARD SKILLS

Data Structures
Algorithms
SCRUM
RESTful API
OO Design Patterns

SOFT SKILLS

Communication
Collaboration
Teamwork

EDUCATION

San Francisco State
University
B.S in Computer Science
2019

LANGUAGES/TECHNOLOGY

PROFICIENT

Java
Javascript
HTML

FAMILIAR

C#
Unity
SQL
Express
React
Android

Projects

SpeedBuddy – Mobile App (Java, Android)

Studied the structure and process of android development using core android concepts and libraries. SpeedBuddy is an app that uses Google API to track a user's location and measure their speed of travel, logging data back to the user.

Divvy – Mobile App (Java, Android)

Mobile android app which functioned as a listing website similar to craigslist. It connects people who are interested in splitting the costs of services, software, or expenses. I was the project lead working in a team of four. Our team attended weekly SCRUM with our professor and we worked to create an OO frontend and backend. Working in frontend, I used design patterns such as, factory method and state. We also structured our app using the MVC architectural pattern.

TraderGators – Website (Javascript,Html, React)

Frontend development creating a buying/selling website for school use. My contributions as frontend Lead were delegating tasks to team members, website design, learning RESTful APIs.

Personal Portfolio – Website (Javascript,Html, React) WIP

Developed a personal portfolio using Javascript, CSS, and HTML.

Streetfighter VR – Game (C#, Unity)

Developed streetfighter in unity VR in a group of eight people. My contributions included working with Unity's particle engine, animator, and combat game logic. This was done in C# and using the monodevelop environment. Attended weekly SCRUM meetings and delivered milestones in class.

Extracurriculars

SF Hacks Hackathon 2019– Website (Javascript,Html, React)

Attended SFHacks, held at SFSU. I worked in a team of three where we developed a website like twitter, catered towards gamers. I worked mostly in react and styling in css.