AMANDA L. HAN

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EDUCATION

University of California, Los Angeles	Expected Graduation: June 2022
B.S. Computer Science and Engineering	GPA: 3.598/4.000

3D4E, Creative Labs
Relevant coursework: Computer Graphics (OpenGL), Computer Science I and II (C++), Computer Organization (C)

EXPERIENCE

Dolby Laboratories	**San Francisco, California**
Full Stack Web Development Intern	*June 2019 – present*

- Created website portal with account verification for partner company employees
- Built back end for account creation and authentication in .NET Core framework with C#
- Utilized HTTP requests by using Okta's REST API
- Designed responsive front end with Bootstrap library for desktop and mobile devices
- Developing Xamarin Forms cross-platform mobile application for internal use in conference scheduling
- Wrote automated meeting check-in system for use in international Dolby facilities in Python using OAuth

HoneyPoint3D	**Walnut Creek, California**
Engineering Intern - **3D Printing, CAD Modeling, 3D Scanning**	*June 2018 – Sept 2018*

- 3D CAD modeled products for industrial production with mechanical hinges, buttons, and casing
- Utilized Artec 3D scanners to create precise 3D models of real-world objects
- Managed professional 3D printers using a variety of materials to construct prototypes for clients
- Wrote, edited, and published articles on advanced 3D printing topics for educating the general public

TechLX	**Orinda, California**
Teaching Assistant - **Coding Games and Game Development in Construct Class**	*Sept 2017 – May 2018*

- Taught first and second grade students programming logic and typing through online coding platform
- Educated fourth and fifth grade students on game design and programming using Construct 3

Crusader Camp	**San Francisco, California**
Teaching Assistant - **Coding With Minecraft Modding and Maker Class**	*June 2017 – July 2017*

- Led partner and solo student projects to program in Javascript and create in-game challenges
- Taught middle school students 3D modeling and design for 3D printing
- Instructed students on laser cutting and engraving in Adobe Illustrator on an Epilog Laser in projects

Projects

IDEA Hacks Hackathon	**Los Angeles, California**
Programmer	*January 2019*

- Created an Android app that relayed real-time humidity, temperature, and infrared information using WIFI
- Connected app with server to adjust air purifier fan speed from user input

Hack on the Hill Hackathon	**Los Angeles, California**
Programmer	*November 2018*

- Programmed 3D game in Unity using C# which simulates traveling through UCLA major walkways

SKILLS

Software: Fusion 360, CURA, Slic3R, Meshmixer, Nanodlp, Autodesk Maya, Zbrush, Unity
Frameworks: .NET Core, Xamarin Forms
Languages: C#, C++, Python, Javascript, HTML, CSS, C, Java