A l v i n   D a n t i c

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Summary

I am a recent graduate from the University of California, Irvine with a B.S. in Computer Science. I am a quick-learner with a strong attention to detail and a hunger for learning. I am currently seeking a software engineering internship where I can not only use my technical skills, but learn more about what it takes to be a successful software engineer.

Education

University of California, Irvine: B.S. Computer Science, 2016 (GPA: 3.4)
- Made dean's honor list every year
- *Relevant Coursework*: Fundamental Data Structures, Algorithm Design and Analysis, Programming in C++, Programming in Python, Information Retrieval, Discrete Math for Computer Science, Probability and Statistics

Technical Skills

- Strong understanding of algorithms and data structures
- Exposure to C/C++, Java, and Python programming languages
- Possess working knowledge of HTML, CSS, JavaScript, and the Linux CLI

Personal/Course-Assigned Projects

AllBall.herokuapp.com, Apr 2017 – May 2017
- Designed and developed an experimental socket.io chat application where users can talk about anything and everything basketball in real-time
  Technologies/Tools: Node.js, Socket.io, Animate.css, Sublime Text

Procrastination Timer, Jan 2017 – Feb 2017
- Built a chrome extension to monitor productivity by timing how long users spend on certain websites
  Technologies/Tools: HTML, CSS, JavaScript, Sublime Text

Othello, May 2014 – June 2014
- Developed a fully-playable application for the classic board game Reversi where users can customize the board dimensions
  Technologies/Tools: Python, Eclipse

Work Experience

Office Assistant at Markimex, Irvine, CA, Oct 2014 – Apr 2015
- Responsibilities included filing papers, performing data entry, and assisting with other general administrative duties as assigned.

Links

- Personal Website I Made: https://alvin562.github.io/
- Github Account: https://github.com/alvin562