

Alvin Kingman Gao

SOFTWARE ENGINEER · COMPUTER SCIENCE AND ENGINEERING MAJOR · UNIVERSITY OF CALIFORNIA - IRVINE

☎ (510) 388-2062 | ✉ alvinkgao@gmail.com | 🏠 www.alvinkgao.com | 📷 alvinkgao | 📺 alvinkgao

Education

UCI (University of California - Irvine)

Irvine, CA

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Expected Grad: Dec. 2020

- Dean's Honors List, GPA: 3.699
- Completed coursework in Data Structures, Algorithms, Concepts of Programming Languages, Embedded Systems, Computer Architecture, Operating Systems, Data Management

Work Experience

Ardent Labs

Irvine, CA

SOFTWARE ENGINEER

Jul. 2019 - Present

- Led a team of 4 interns to maintain the front-end web application, Ardent Office, written in **ReactJS** and **GraphQL** used by office assistants to track families, students, classes, and grades
- Integrated **GraphQL Pagination** on **React Tables** leading to 96% decrease in initial load times and over 50% increase in throughput
- Implemented automatic email and SMS confirmations upon creation of students, trials, and makeups, decreasing Office Assistants' tedious tasks by over 20%
- Built College Counseling feature to more efficiently schedule and manage meetings serving 30% of clients
- Created migration scripts, new GraphQL types and mutations, and hooks using Javascript for the back-end Ardent API
- Learned Typescript to refactor DAOs (Data Access Objects) to include static typing
- Conducted 1-on-1 behavioral and technical interviews to recruit more interns to the Ardent Office team

Ardent Labs

Irvine, CA

SOFTWARE DEVELOPER INTERN

Sep. 2018 - Jul. 2019

- Updated and refactored over 95% of the web app, Ardent Office, with a focus on readability using React, GraphQL, modern ES6 features, and Google's material-ui
- Implemented capability to directly send texts and emails to students and parents
- Resolved 20+ bug fixes in the web app Ardent HQ used for creation of course curricula, student and classroom management

Ardent Academy

Irvine, CA

INSTRUCTOR

May 2018 - Jul. 2019

- Taught Python 1 to over 50 middle school students and coached them through code projects such as tic-tac-toe from scratch
- Mentored 6 high school students data structures and algorithms in Python, C++, and Java for competing in USA Computing Olympiad (1 silver, 5 bronze)

Projects

WWW.ALVINKGAO.COM

Aug. 2019 - Ongoing

- Portfolio/Personal Website created using React and **Redux**, Styled using Google's material-ui and css, Hosted on Nginx webserver

HANGMAN ON EMBEDDED DEVICE

Apr. 2019 - Jun. 2019

- Created an embedded hangman project in **C** using breadboard, microcontroller, LCD, and keypad

OTHELLO AI

Jan. 2018 - Mar. 2018

- AI created in **C++** that plays Othello by determining best move through analyzing potential future board states

MAPQUEST PROJECT

Jan. 2017 - Mar. 2017

- Class project created in **Python** that determines the best route among given locations by parsing JSON data from Mapquest's REST API to provide information such as step-by-step directions, total time/distance, latitude/longitude, and elevation

Skills

Programming Python · Java · Javascript (ES6) · C/C++

Tools & Frameworks React · GraphQL · Material-ui · Redux · Git · Jira

Extracurricular Activity

UCI Men's Ultimate Frisbee Club

Irvine, CA

CAPTAIN & COACH FROM 2017-2019

Sep. 2016 - Present

- Planned and led practices for more than 60 members by communicating with other captains/coaches to achieve higher rankings in tournaments
- Organized supplemental pod workouts to accelerate player growth