

Alvin Kingman Gao

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

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Education

UCI (University of California - Irvine)

Irvine, CA

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Expected Graduation: 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 DEVELOPER INTERN

Sep. 2018 - Present

- Lead a team of interns to maintain the front-end web application Ardent Office written in React and GraphQL used by office assistants at Ardent Academy to keep track of families, students, trial students, classes, makeup classes, and grades
- Implemented GraphQL Pagination on React Tables leading to 96% decrease in initial load times and over 50% increase in throughput
- Created automatic email confirmations on creation of students, trials, and makeups which eliminates need to manually send emails, decreasing Office Assistants' tedious tasks by over 20%
- Implement capability to directly send texts and emails to students and parents
- Built College Counseling feature that oversees Ardent Academy's College Counseling program which serves 30% of clients
- 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
- Worked on bug fixes in the web app Ardent HQ used for creation of course curricula, student and classroom management
- Created migration scripts, new GraphQL types and mutations, and hooks as required for Office and HQ using Javascript for the backend Ardent API
- Learned Typescript to refactor DAOs (Data Access Objects) to include static typing
- Conducted several behavioral and technical interviews to recruit more interns to the Ardent Office team

Ardent Academy

Irvine, CA

INSTRUCTOR

May 2018 - Jul. 2019

- Taught Python 1 to over 50 middle school students allowing them to code projects such as tic-tac-toe
- 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

PERSONAL WEBSITE / PORFOLIO

- Created using React, Styled using Google's material-ui, Hosted on Nginx webserver

Hangman

PROJECT ON EMBEDDED DEVICE

- Used C to create an embedded hangman project involving breadboard, microcontroller, LCD, and keypad
- Refactored to use Concurrent syncSMs

Skills

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

Tools & Frameworks React · GraphQL · Material-ui · 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
- Trained committed members through organizing supplemental pod workouts to accelerate player's growth