

# 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 ENGINEER

Jul. 2019 - Present

- Led a team of 4 interns to maintain the front-end web application Ardent Office written in React 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 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
- Implement capability to directly send texts and emails to students and parents
- Worked on 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
- 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 and Redux, Styled using Google's material-ui, Hosted on Nginx webserver

### Hangman

PROJECT ON EMBEDDED DEVICE

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

## 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