Anh Mac

aspiring software developer & avid designer Python/Java/C/C++/JavaScript/TypeScript

EXPERIENCE

Software Development Engineer Intern – Amazon

JUNE 2021 - CURRENT

- Created the "Keep shopping for" frontend TypeScript template to be displayed on Homepage, Thank You Page, Cart, and Your Orders on the Amazon app.
- Implemented a remote Strategy in Java that interacts with an internal ML backend framework to generate Recommendations content that is personalized for each customer to render the frontend template.

Software Engineer Intern — Cisco

MARCH 2021 - JUNE 2021

- Developed an internal utility tool to parse and verify YAML files against predefined schema that functions both on and off the box.
- Built a Python module using SWIG interfaces to convert low-level C source code to a Python library to be executed from a Bash shell script for ease-of-use.

Software Engineer Intern — Theta Tau National Office JUNE 2020 - AUGUST 2020

- Created dashboards that display membership statistics, including academic composition, demographics, and participation activity of chapters nationwide.
- Implemented visualizations using Plotly Dash that queries PostgreSQL database and integrated into the Chapter Management Tool Django app.

Project Lead/Frontend Developer — Saru Recycling JULY 2020 - SEPTEMBER 2020

- Led team of 4 developers in building a MERN stack web app and iOS/Android app as contract work for Saru Recycling, a student-founded startup @ UCR.
- Developed a cross-platform React Native mobile app for the client to interact with smart recycling bins when making transactions and donations.
- Built a **React** web application for the recycling firm to manage bin telemetry.

PROJECTS

Twain — DevX (Full Stack Developer)

MARCH 2020 - JUNE 2020

- Refined a smart scheduling Chrome extension in React called Twain that helps users optimize their to-do list by planning tasks around existing events in their Google Calendar.
- Implemented additional endpoints in the REST API using Node.js, Express.js, and
 PostgreSQL to connect client and server-side when a task object is edited.

FLUX (Flipped UX) - Creative Labs (Designer)

MARCH 2019 - JUNE 2019 | https://flux.rip

 Spearheaded the design process of a social media web app that showcases the importance of design using visually aesthetic yet purposefully unintuitive UI/UX elements.



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EDUCATION

University of California, Los Angeles — UCLA

B.S. Computer Science | GPA: 3.59 Expected Graduation: June 2022

- 3x Dean's Honors List
- UCLA Achievement Scholarship
- Grace Hopper Conference Scholarship

SKILLS

Programming Languages
Python, Java, C, C++, JavaScript,
TypeScript, PHP, SQL, OCaml, Scheme, Lisp

Technologies

React, React Native, Node.js, Express.js, Git, Django, Dash, Plotly, Pandas, Bash, NumPy, JUnit, HTML/CSS, PostgreSQL, MongoDB, Docker, Figma, SWIG, Jupyter Notebooks

LEADERSHIP & ACTIVITIES

DevX

Building real-world projects to tackle problems within the UCLA community

• Director of Operations

Theta Tau

Professional Engineering Fraternity

- Professional Fraternity Council Chair
- Recruitment Chair

Foundations Choreography

Creating a space for beginning and intermediate dancers to grow and train

Marketing Chair

RELEVANT COURSEWORK

Intro to Python

Object-Oriented Programming in C++
Computer Organization
Operating Systems Principles
Logic Design of Digital Systems
Algorithms in Bioinformatics
Algorithms & Complexity

Computer Graphics

Machine Learning

Database Systems

Artificial Intelligence

INTERESTS

Art, painting, graphic design, video games, urban dance, & web development