

Justin An

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EDUCATION

University of California, Riverside (Expected June 2025)

BS in Computer Science

Relevant Coursework

Intro to Data Structures and Algorithms, Intro to Discrete Structures, Machine Organization and Assembly, Software Construction, Logic Design, Probability and Statistics for Science and Engineering, Discrete Structures, Intermediate Data Structures and Algorithms, Automata and Formal Languages, Technical Communications, Design of Operating Systems, Design and Architecture of Computer Systems, Compiler Design

RELEVANT EXPERIENCE

Student IT Support at UCR Information Technology Solutions (September 2023 - Present)

- Assisting clients with Information Technology Student Services, including software such as Wepa
- Perform troubleshooting on campus and online services for the Student Technology Service systems
- Works with computer imaging and requires work within a system's software, in different designs, such as Macintosh or Windows

Math Tutor with Superprof (November 2022 - June 2023)

- Interaction with various students for stem courses
- Experience with customer service with communication with students' parents
- Marketing with multiple platforms to showcase tutoring opportunities

H2O Poke & Grill Team Member (July 2022 - September 2022)

- Worked as Cashier at Front of the House dealing with menus and communication with customers
- Prepared Poke Bowls and different types of fish for customers to enjoy
- Greeted customers at Front of the House and took customers' orders

CERTIFICATIONS

UC Cyber Security Awareness Fundamentals

Date of completion: November 2023

AWS Certified Cloud Practitioner (in progress)

Expected date of completion: May 10, 2024

PROJECTS

BlackJack Project([Link](#)), C++, CMake(Finished Winter 2023)

Program to play BlackJack game (Note: Does not use real money)

- Uses object oriented programming to deal with games with folders such as src and header
- Deals with test files using the Google test framework and Valgrind
- Creates a CMake file for executables

DialogueGame([Link](#)), C++ (Finished Summer 2022)

1 v 1 Probability BallSport game that consists mostly of dialogue and strategy

- Randomizes numbers and uses probability for parts of the game such as scoring ability, defense, rebounding, and who gets possession
- User inputs choices such as defending or rebounding preference to strategize the best outcome for their chosen player.
- The abilities of each competitor are saved unless the user inputs a character change

RELEVANT SKILLS

C++, Assembly, Microsoft Office(Word, Excel, PowerPoint), HTML, Git, SystemVerilog, LaTeX, Python, Network Troubleshooting (Traceroute, iPerf, Dig, cURL, DNS, TCP/IP), C