ANNIE HIRATA

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OBJECTIVE

Seeking a career in software engineering where I can continue to learn and create software to improve people's lives.

SKILLS

Coding Languages

Fluent in C++ and Python
Intermediate in C and SQL
Novice in Java, HTML, CSS, and JavaScript

Tools

Fluent in Numpy
Intermediate in Git/GitHub
Novice in Django, Adobe XD, React and Node

EDUCATION

University of California, Irvine | Irvine, CA   **Sep 2018-Jun 2020**
B.S Computer Science; Specialization in Visual Computing
GPA: 3.96

Relevant Coursework

Project in Software System Design
Intro to Data Management
Intro to Artificial Intelligence

Data Structures Implementation and Analysis
Design and Analysis of Algorithms
Intro to Human Computer Interaction

EXPERIENCE

Northrop Grumman | Technical (Software Engineer) Intern   **Jun 2019-Dec 2019**
Manhattan Beach, CA
 – Canvassed engineers to learn about their testing process and desired software features to streamline the process. Used this research to develop software to automate testing equipment and log data to increase productivity of the engineers and decrease hardware loss
 – Used Python to collect data and verify the performance of third party hardware

PROJECTS

Volunteer Tracker Web Application   **Sep 2019-Dec 2019**
 – Interfaced with the clients weekly to gather application requirements
 – Deployed an API with Django REST framework on an AWS EC2 instance on a team of three to speed up and simplify the process of gathering volunteers
 – Created an ER diagram for the database schema and helped write overall documentation

LEADERSHIP

El Camino College Robotics Club | Secretary   **Apr 2017-Jun 2018**
 – Organized three VEX Robotics competitions for up to thirty teams for elementary, middle, and high school students
 – Taught 150 students about robotics and STEM with robotics demonstrations

MEMBERSHIP

UCI Tomo no Kai   Oct 2018-Jun 2020
Phi Betta Kappa Honor Society   Jun 2020-Present