






Anthony Diep

Software Engineer

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EXPERIENCE

UC IRVINE, OFFICE OF INFORMATION TECHNOLOGY | DESKTOP SUPPORT

Dec 2019 – June 2022 | Irvine, California

- Overhauled a library of BigFix tasks utilizing BigFix Action Scripting language to automate program and driver installations, expediting technical services by 22%
- Developed Windows PowerShell scripts to parse unused PC names within Active Directory increasing desktop and laptop imaging rate by 15%
- Streamlined imaging stations by directing network switches to a Microsoft Deployment Toolkit (MDT) server, tripling PC imaging capacity

JAMHBALA ANTIQUE ASIA | INFORMATION TECHNOLOGY INTERN

June 2019 - Sept 2019 | Temple City, California

- Administered desktop and network operations to all staff within the business resolving all incoming technical issues
- Assembled workstations utilizing recycled PC components allowing technicians to restore or erase multiple storage drives optimizing daily office routines by 15%
- Consolidated business desktops utilizing modern PC components and performing storage migrations while retaining crucial data

PROJECTS

CRUX COMPILER/INTERPRETER | COURSE PROJECT: COMPILERS & INTERPRETER

Apr 2022 - June 2022

- Developed a compiler with Java code for Crux Programming Language
- Utilized ANTLR to parse and generate an Abstract Syntax Tree to build an IR (Intermediate Representation)
- Transformed the IR into machine executable x86-64 assembly code

EMBEDDED DIGITAL ALARM CLOCK | COURSE PROJECT: EMBEDDED SOFTWARE

Feb 2022 - Mar 2022

- Designed an embedded computer centered around the ATmega32 microcontroller
- Programmed with C code to display date and time while reading keypad inputs for clock functionalities
- Implemented Alarm Clock functionality utilizing LCD, Keypad, and speaker

HANDTRACKING SPOTIFY WEB APP | COURSE PROJECT: USER INTERACTION SOFTWARE

Nov 2021 - Dec 2021

- Built a web app using Angular, JavaScript, TypeScript, HTML, and CSS allowing users to activate Spotify's web player functions using hand gestures
- Utilized Spotify Web API allowing users to view their playlists and initialize Web Player functions
- Deployed Handtrack.js to translate hand gestures from user's webcam, enabling users to activate Web Player gestures
- Implemented Web Player gestures ranging from play/pause song, toggle shuffle, and change volume

SKILLS

PROGRAMMING

Proficient:

Java • Python • C • C++

Experienced:

JavaScript • TypeScript •

CSS • HTML

LIBRARIES/Frameworks

jQuery • Angular • JUCE

TOOLS/PLATFORMS

Github • SourceTree •

VSCode • Webflow •

Microchip Studio

RELEVANT COURSES

- User Software Interaction
- Data Structures Analysis
- Human Computer Interaction
- Algorithm Analysis/Design
- Embedded Software
- Programming Languages
- Operating Systems
- Data Management
- Compilers & Interpreters
- Software Testing

EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE

BACHELORS OF SCIENCE IN
COMPUTER SCIENCE

Sept 2019 - June 2022 | Irvine, CA
Specialization in Systems and
Software