

EDUCATION

University of California, Los Angeles (UCLA)

June 2025

B.S., Computer Science and Engineering; GPA: 3.88

Coursework: Algorithms and Complexity, Software Construction, Computer Organization, Linear Algebra, etc.

Technical Skills: JavaScript, TypeScript, React, HTML, CSS, C++, C, Python, Linux, 1C, Git, Arduino, Amazon WS

WORK EXPERIENCE

Lavner Education Inc.

June 2023 - August 2023

Information Technology Intern

- Explained complex concepts such as 3D modeling and **Python/C++** coding to foster students' passion for STEM
- Troubleshoot 300 hardware/software units to provide reliable services for the competent learning environment

Desco Industries Incorporated

June 2022 - August 2022

Software Engineering Intern

- Saved \$10,000 per year with a script for automatically pushing out Windows and software updates for all departments, including internationally based computers, with **batch files, group policies, SQL, and LanSweeper**
- Introduced 5 new interface features for webpages by updating files in a large Intranet code database, including responsive connecting buttons, error and pop-up notifications, header and footer styling, etc. (**JS, CSS, HTML**)
- Improved departments' data communication and **Access** databases features by debugging **SQL** and **VBA** code, which involved optimizing queries to improve performance and analyzing the data retrieval and storage schemes

Slava KVC

June 2020 - August 2021

Technology Projects Manager

- Led the creation of 4 projects, including navigating and gym apps, received certificates of registration for each
- Presented yearly progress report on the student projects during an international mobile application creation meeting

PROJECTS

ProFlow (task organizer) | React, TypeScript, CSS, HTML

[GitHub](#)

- Implemented responsive frontend interface of several parts of the application in a large codebase using **TypeScript**
- Collaborated with 4 team members using **Git VC** to seamlessly integrate the application's frontend and backend
- Achieved real time optimized data loading by utilizing React tools to foster frontend and backend parts of the app

Film It (movie filtering) | React, JavaScript, CSS, HTML

[GitHub](#)

- Constructed a random movie recommendations service by handling *Top 100 IMDb Movies* API using **Axios** library
- Made a hash table that can store movie data and be minimally modified for reuse in other API implementations

Sea battleships game project | C++

[GitHub](#)

- Utilized linked lists of vectors of coordinates to integrate Easy, Mediocre, and Good modes of the gameplay
- Improved the Mediocre Player's algorithms win rate by 200% and implemented them in the Good Player mode

Compiler project | C++

[GitHub](#)

- Implemented hash tables and vectors of vectors to sort large data sets and thus improved the compiler algorithm to successfully reduce the compilation time of 400,000 lines of code from 2550 msec to 11 msec

Cardiac Rehabilitation app | 1C

[Google Play](#)

- Created an app which fosters patients' easy communication with health professionals after heart attacks (**1C**)
- Improved the design of the app based on interaction with multiple doctor reviews and recommendations on the app

ACTIVITIES

Upsilon Pi Epsilon | UCLA

May 2023 - Present

- Helped fellow student members to understand advanced algorithms such as Divide & Conquer and Network Flow

ACM.hack club | UCLA

September 2022 - Present

- Created 3 personal websites using **React (JavaScript)** and participated in constructive group feedback discussions