**Paul Badalian**

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**Objective**: To obtain a summer internship position in the fields of Computer Science and Software Engineering.

**Skills: Frontend**: HTML, CSS, Javascript, Jquery, React, React Native

**Backend**: Java, C++, C, Python, Android, PHP, NodeJS, SailsJS, SQL

**Hardware**: Arduino, Soldering

**Experience: Software Engineering Intern** Peerbuds, Fremont, CA January 2016 - September 2016

**Tasks**:

* Backend website development and prototyping

**Projects: Proximity Vibrator**

* Created device using an Arduino board that measures distance and vibrates a motor more the closer to objects
* Designed for blind people
* Learned more about hardware by researching a PCB implementation

**Database of Food**

* Created a database of food data in a data structures class using a binary tree and hash table in C++.
* Learned more about teamwork and leadership

**Barcode Library System**

* Developed a barcode library system for high school Speech and Debate team’s books
* Meant to solve unaccountability of lost books
* Discovered the methodologies for developing a real software project

**Education: University of California Irvine** Computer Science Sep 2017 - Present

**De Anza College** Computer Science Sep 2015 - June 2017

Completed course work:

Software Engineering, Calculus, Linear Algebra, Differential Equations, C++, Data Structures, Java, Assembly, Physics, Discrete Math, Statistics

**Activities:** UCI Biological Network Alignment Research

UCI Rocket Project