

Brian Ventura

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WORK HISTORY

Software Engineer | Convex
San Francisco, CA

August 2022 - February 2024

- Actively participated in internal application development with a core focus on data synchronization, collaborating with a team of six to ensure proper expertise and quality
- Designed and implemented website architecture using Angular, and a Ruby on Rails backend to facilitate seamless integrations, transitioning from manual to automated setup and reducing touch time for each one
- Successfully integrated three CRM systems with our internal application, tailoring to specific requirements for each platform to accurately sync with the product
- Conducted comprehensive end-to-end testing of the application, detecting and resolving bugs to ensure a robust and error-free user experience
- Analyzed user feedback and collaborated with cross-functional teams to prioritize improvements aimed at enhancing the quality of life of the application

Software Engineering Intern | Convex
San Francisco, CA

May 2022 - August 2022

- Developed a proof of concept internal application tackling a data synchronization challenge using an Angular frontend, Ruby on Rails backend, and a Postgres database
- Used Sentry and Datadog to monitor and debug production systems using time queries and dashboards
- Improved test coverage on team's code base by 15% using comprehensive test suites on rspec to ensure proper functionalities

PROJECTS

SnoutBout | Unity (C#) Application

- Created a video game to tell a fictional story about the adventures of UCI's beloved mascot, utilizing C# for backend logic and Unity for designing and handling visuals to present our work
- Collaborated with a team of six, allowing continuous development of content for the game

Fabflix | Web Application created with Java and AWS

- Developed a full stack web application emulating the functionalities of allowing users to search for movies, with additional shopping cart functionalities and a checkout system
- Used Javascript for the front end, Java backend, MySQL database, and configured AWS EC2 to deploy and allow other users to visit the website

SKILLS

- Coding Languages: Python, Javascript, Angular, Ruby on Rails
- Software and Tools: VSCode, MySQL, Postgres, AWS, Unity

EDUCATION

University of California, Irvine

September 2018 - June 2022

- B.S. in Computer Science
- Relevant Coursework: Data Structures, Design and Analysis of Algorithms, Information Retrieval, User Interaction Software, Data and Web Applications