

Brian Ventura

San Jose, CA • (408) 439-0090 • xbrianv00@gmail.com • <https://brianv212.github.io/brianventura>

EDUCATION

University of California, Irvine | *B.S. in Computer Science*

December 2021

- GPA: 3.4/4.0
- Relevant Coursework: Discrete Math, Linear Algebra, Data Structures, Design and Analysis of Algorithms, Information Retrieval, Artificial Intelligence, User Interaction Software, Data and Web Applications

SKILLS

- Coding Languages: Python, Javascript, React.js, Java, C++
- Software and Tools: VSCode, PyCharm, Unity, MySQL, MongoDB, AWS

PROJECTS

Boba Tracker | Web Application created with React and MongoDB

January 2022 - present

- Developed a full stack web application designed for self monitoring, allowing users to add boba drinks to their homepage to track boba consumption and view boba drinking history
- Utilized MongoDB for data storage and graphql for database querying, React for frontend, as well as utilization of Netlify and Heroku to deploy the application
- Implemented registration and login features for necessary identification in querying logic to ensure uniqueness of user homepages

Fabflix | Web Application created with Java and AWS

September 2021 - December 2021

- Developed a full stack web application allowing users to search for movie data with additional add and remove functions to a shopping cart, as well as a summary and checkout system
- Used Javascript for the front end, Java as a means to query MySQL bases for the backend, as well as utilization of AWS to deploy the application
- Applied sax parsing in xml files, effectively adding more searchable movie content to existing data tables
- Improved overall user experience by decreasing querying speeds to be faster than 500ms as well as implementation of local data caching

SnoutBout | Unity (C#) Application

September 2021 - December 2021

- Created a video game to tell a fictional story about the adventures of UCI's beloved mascot
- Utilized C# for backend logic and Unity for designing and handling frontend logic to present our work
- Contributed ideas to a team of six people over the course of three months allowing for continuous development and an overall increase in content of the game
- Presented weekly updates to our group to support the game over time with teammate feedback, ensuring proper addition of ideas and better quality of the final product

Computer Vision | Python Application

March 2021 - June 2021

- Created a Python application to reconstruct 3D models using photographs
- Captured 40 images and calculated triangulation of two cameras to calculate extrinsic parameters for the mesh creating process
- Improved model by implementing two pruning methods and mesh smoothing, as well as utilization of Meshlab for better model alignment

WORK HISTORY

7 Leaves Cafe

July 2019 - Present (Seasonal)

Team Member | San Jose, CA

- Demonstrated cooperation and communication skills with coworkers, which contributed to positive team environments
- Efficiently took orders, made drinks, and served over 200 customers each shift