

I am a recent Computer Science graduate excited to enter the industry. I understand the importance of delivering high quality products to the end user and the significance of being able to explain technological jargon to a non-technical end user. My interests lie in web development, security and software development.

EMPLOYMENT

Jr. Frontend Engineer

UCR Advancement

January 2019 – Present

- Create and develop features for application frontend using VueJS with HTML/CSS/JavaScript
- Develop and deploy browser and API endpoint tests for company application
- Tests written in PHP and deployed using Laravel 5.7 Dusk and/or PHPUnit to simulate normal user interactions with the application
- Ensure proper functionality of application for end user by thoroughly testing the interface and identifying issues in the application architecture
- Check for security flaws involving URL slugs, authentication, routing, viewing and controller behavior

Freelance Web Developer

November 2017 – May 2018

www.kubotamortuary.com

- Collected and refined customer specifications for website in areas such as design, UI, scalability, SEO and merchandise shop
- Employed Wix CMS to create website and implement customer specifications
- Created dynamic database for 1,000+ obituary individuals
- Implemented user search bar for database using WixAPI and fixed a visual database flickering issue by adding a debounce timer to user keypresses
- Helped transfer all existing information from old website(www.kubotanikkeimortuary.com) and helped redirect domain and emails to new domain

Web Developer Intern

Universal EC. Inc - New Taipei City, Taiwan

Summer 2017

Secondhand Electronics E-commerce Website

- Guided website through development lifecycle from planning to deploying
- Collected specifications from customer regarding design details to continuously refine product and employed Joomla CMS to implement requirements
- Worked under mentorship of head engineers to use company's proprietary website development methodologies to maximize efficiency and product quality
- Collaborated with fellow intern to broaden the scope of the project beyond barebones customer specs satisfaction.

EDUCATION

California, CA

University of California, Riverside

June 2019

- Computer Science, B.S.
- Overall GPA: 3.12/4.00
- Coursework: Data Structures & Algorithms, Discrete Mathematics, Machine Learning & Data Mining, Operating Systems, Embedded Systems, Software Construction, Graphics, Security, Virtual Reality, Database Management Systems, Compiler Design, Unix System Administration

TECHNICAL EXPERIENCE

Projects

- **Mini Galaga** (2018). Miniature version of the Atari game Galaga. Created using an Atmega1284 microcontroller, joystick, push buttons and more. Programmed in C.
<https://github.com/CCHINO13/Mini-Galaga>
- **rShell** (2017). Command shell written in C++. Mimics Unix commands through a C++ environment, e.g. ls, echo, mkdir, touch, exit, etc. Uses system calls to mimic the environment.
<https://github.com/CCHINO13/rShell>

ADDITIONAL EXPERIENCE

- **Company translator (Chinese to English) (2017).** Completely translated the company Universal EC Inc.'s website from Chinese to English.
<http://www.universalec.com/en/>

Languages and Technologies

- Python (Proficient); VueJS (Proficient); C++(Familiar); HTML/CSS/Javascript (Familiar); SQL (Familiar); PHP (Familiar)