

Christian Doud

(951) 409-8238 | cfcloud@gmail.com | <https://github.com/cfcloud> | <https://www.linkedin.com/in/cfcloud/> | Lake Elsinore, CA

EDUCATION

University of California, Merced.

Graduation Date: Spring 2024

B.S. Computer Science and Engineering

ReactJS

Java

Python

C/C++

node.js

Springboot

MySQL

Bootstrap

HTML/CSS

Git

React Native

Firebase

SQL Lite

Figma

MATLAB

REST

Mobile Development

Full Stack

Microsoft Office

LATEX

RELATIVE COURSEWORK

CSE 100 Algorithms, CSE 106 full-stack, CSE 111 Databases, CSE 140 Computer Architecture, CSE 160 Networks, CSE 165 OOP

EXPERIENCE

Lynq App

Dec 2022 – Oct 2023

- Worked as a full-stack position where I translated Figma design mockups that were assigned to me, and fully implemented working prototypes that had both functionality and design up to spec.
- Made substantial contributions to both front-end and back-end development, employing React Native to develop a beautiful frontend that was able to be tested as an Expo app for both Android and iPhone, utilized Firebase API to hold both input and retrieve output data that was necessary per page, and the Google Maps API to ensure that users could autofill address information.
- Integrated Firebase Authentication for secure user login, including Google Sign-In.
- Setup weekly meetings through Zoom to ensure all team members were on track, fostering open lines of communication to ensure that the whole team receives the help they need, and diligently produced progress reports to ensure that team leaders can be able to review and approve project goals.

Telit Cinterion - Admin Dashboard

Jan 2023 – May 2023

- Administered the project roadmap, allocating tasks based on team members' competencies to develop a live admin dashboard to be used on the worksite to manage various tools and vehicles.
- Convened regular meetings to monitor progress and adeptly resolve emerging issues, resulting in a timely and successful software delivery per the due date that our team was given.
- Led the development of a React-based dashboard with node.js, providing construction enterprises with tool data, location tracking, and geofencing capabilities with the use of Google Maps API allowing the user to be able to create, update, or delete new boundaries and allows the admin to receive notifications when items leave the boundary and how long.
- Integrated real-world data with a web interface, facilitating worksite asset and resource management and being able to add new or remove existing data to the live map.

PROJECTS

Zombie Pursuit: Survival Run

<https://github.com/cfcloud/Zombie-Pursuit->

Jan 2021– May 2021

- Developed with a team a C++/C-based game using Raylib, featuring dynamic player-enemy pursuits, sprite animations, and hitboxes.
- Designed and implemented an enemy AI system for challenging progressive gameplay using logic with rand() library, created logic for the projection of the fireballs being launched by the player in direction to the mouse cursor.
- Solved a way to include unlimited fireballs by recycling fireballs when going off screen, created logic to increment enemies after being hit and calculated the vectors to use to show a trajectory of the fireballs fired.

PONG! with Body Tracking Controls

<https://github.com/cfcloud/FacePong>

Jan 2023 – May 2023

- Collaboratively crafted a rendition of Pong using OpenCV, NumPy, and mediapipe for facial tracking.
- Leveraged mediapipe to map facial landmarks and enable precise control of the paddle.
- Calculated facial orientation for seamless merging with player movement using facial matrices that tracked the whole face.
- Innovatively engineered multiple game modes to showcase facial tracking capabilities.
- Incorporated PyUI to provide an intuitive display and insightful statistics on player wins and direction being led by the player.

Super Smash Bros. Tournament Page

<https://github.com/cfcloud/Super-Smash-Bros.-Tournament-Page>

Jan 2023 – May 2023

- Utilized html, CSS, and JavaScript to develop an engaging website showcasing comprehensive statistics for various fighters, meticulously crafted tournament brackets, and dynamic meta-data analysis for both historical and upcoming events.
- Implemented a MySQL database system and utilized a RESTful API to seamlessly manage and store data, ensuring efficient retrieval and storage processes of all statistics needed for the project.

Personal Website

<https://github.com/cfcloud/Peronal-Website>

March 2021 – Current

- Created a personal website to host my resume using both React and Bootstrap for my frontend and using Node.js for my backend.
- Utilized Bootstrap 5 to design an intuitive and visually appealing user interface, optimizing layout using Flexbox and styling for desktop devices.
- Currently converting page to pointed towards a personal blog with advanced page utilizing Bootstraps CSS classes and styles to help create a personal aesthetic that I am fond of.

LEADERSHIP EXPERIENCE

ARC (Founder & President)

Jan 2023 - Present

- Maintain accurate records of club finances and expenses to ensure compliance with organizational policies.