

DESMOND ANDERSEN

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EDUCATION

University of California, Los Angeles (UCLA)	Jun 2024
<i>B.S. Computer Science</i>	<i>3.806 GPA</i>
▸ Relevant Coursework: Algorithms and Complexity, Data Structures, Computer Networks, Computer Graphics, Linear Algebra, Fundamentals of Artificial Intelligence	

EXPERIENCE

Devz AI Technologies — Irvine, CA (Remote)	Jun 2021 - Present
<i>Software Engineering Intern</i>	
<ul style="list-style-type: none">▸ Built 25+ pages, forms, and interactive widgets for a project-management web app in React▸ Refactored parts of old code base into modular components, reducing code repetition, improving readability, and updating implementations to use modern React hooks and JS promises▸ Given Figma design mock-ups, used JSX and CSS to actualize a fully fleshed-out interfaces, responsive at different screen widths and accessible for keyboard-only navigation▸ Led development on key features including a dashboard for users to view and edit tasks, as well as an adjustable timeline for visualizing incidents over a project's lifetime▸ Identified edge-cases and wrote functions to validate and format user-input before passing to API▸ Worked on a cross-functional team in a start-up environment, often communicating as a liaison between the UI/UX designers and back-end developers	

RESEARCH

Wikenheiser Lab, UCLA Department of Psychology — Los Angeles, CA	Summer 2020
<i>Undergraduate Research Assistant</i>	
<ul style="list-style-type: none">▸ Provided hands-on hardware support in neuroscience lab experiments measuring rat brain signals▸ Designed a break-out circuit board in EAGLE under tight size-constraints for brain electrode-interface▸ Created 12+ custom cables assemblies by soldering and crimping different types of connectors▸ Modeled 3D-printed parts in Autodesk Fusion for circuit enclosure and experiment apparatus	

PROJECTS

Tunder — React Web Application	Feb 2021 - Mar 2021
<ul style="list-style-type: none">▸ Worked on 4-person team to build a simple React web-application for musicians and venues▸ Implemented the back-end server using Node.js and Express framework▸ Wrote API endpoints for creating, accessing, and modifying user data in MongoDB	
Ronin — Isometric Video Game	Dec 2021 - May 2022
<ul style="list-style-type: none">▸ Lead 3D-artist in a 6-month game-dev project for a club (ACM Studio @ UCLA)▸ Modeled and texture painted player and enemy character assets with game-ready low-poly count	

TECHNICAL SKILLS

Programming: C/C++, Python, Javascript, OOP

Other: Front-end web-development (React, HTML, CSS), 3D modeling (Blender, Maya), Arduino and basic circuit design, Unreal Engine 5 with Blueprints, PyQt/PySide