# **DESMOND ANDERSEN**

(714) 8538417 | dfa@ucla.edu | Los Angeles, CA | https://desmondandersen.github.io/

#### **EDUCATION**

## **University of California, Los Angeles (UCLA)**

Expected Jun 2024

B.S. Computer Science

- **GPA** 3.806
- Relevant Coursework: Algorithms and Data Structures, Computer Graphics, Operating System Principles, Computer Systems and Architecture, Machine Learning, Network Fundamentals

#### TECHNICAL SKILLS

- Programming Languages: C++, JavaScript, Python
- Other: Full-stack web-development (React, Sass, Node, MongoDB), Autodesk Fusion, Microcontrollers and basic circuit design, 3D Art (Blender, Maya), Unreal Engine

#### **WORK EXPERIENCE**

# **Devz AI Technologies** — Irvine, CA (Remote)

Jun 2021 - Present

Software Engineering Intern

- Built 25+ pages, forms, and interactive widgets in React for a project-management web platform
- Identified edge-cases and designed functions to validate input and format data before passing to API
- Refactored bulky parts of the old code base into smaller reusable components to reduce code repetition, improve clarity, and utilize modern React hooks and JS promises
- Collaborated closely with other software developers and UI/UX designers on a cross-functional team

#### RESEARCH

# Wikenheiser Lab, UCLA Department of Psychology

May 2020 - Jul 2020

Undergraduate Research Assistant

- Provided hands-on hardware support in neuroscience lab experiments measuring rat brain signals
- Designed a break-out circuit board in EAGLE CAD under tight size-constraints
- 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

#### ENGINEERING PROJECTS

### Ronin & Xinshen — Unity Game Development Project

Dec 2022 - Present

3D Character-Artist, Programmer

- Modeled and texture-painted 3D character assets in Blender, using low-poly count and clean topology
- Implemented C# scripts in Unity for player movement and combat mechanics
- Contributed to game design as part of 6-month long project within the ACM Studio at UCLA

### **Tunder** — React Web Application

Feb 2021 - Mar 2021

Back-end Developer

- Built a proof-of-concept React web app using MERN stack as part of a small team project
- Responsible for implementing the server-side code using Node and Express framework and creating API endpoints for accessing, and modifying user data in MongoDB