

DESMOND ANDERSEN

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EDUCATION

University of California, Los Angeles (UCLA)

Los Angeles, CA

B.S. in Computer Science, 3.8 GPA

Expected Jun 2024

- **Coursework Includes:** Algorithms, Data Structures, Network Fundamentals, Machine Learning, Computer Graphics, Programming Languages, Electrical Circuits, Computer Architecture

Anticipated M.S. in Computer Science starting Sep 2024, with expected graduation in Jun 2025

RELEVANT EXPERIENCE

Devz AI Technologies

Irvine, CA (Remote)

Frontend Software Engineer

Oct 2021 - Present

- Built 55+ React components to craft responsive and accessible website interfaces, including interactive widgets, multi-step forms, data visualizations, etc.
- Optimized performance by adding lazy-loading, WebP image replacement, and modern React web-hooks to reduce bundle-size, loading times, and unnecessary re-rendering.
- Increased code reusability/maintainability by prioritizing component modularity, undertaking large refactors of old code, and contributing 30% of our platform's UI component library.
- Led development of a custom Slack bot integration, writing and documenting a Node server.

Software Intern

Jun 2021 - Sep 2021

- Worked as part of a small, cross-functional start-up team to launch an MVP web app in React.
- Upgraded our platform's login to handle three user types each with separate login API, and implemented a password-reset workflow with email verification and CAPTCHA.

PROJECTS

C++ Web Server— Capstone Design Project

Programmer

- Wrote a configurable HTTP server in C++ and implemented API to perform CRUD operations.
- Added automated unit-testing to run in a continuous Docker-build in Google cloud.

Tunder — Web Application

Programmer

- Worked on 4-person team to build a 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 & Xinshen Game Dev — Student Run Studios, ACM Student Chapter at UCLA

Programmer, 3D Character Artist

- Implemented C# scripts in Unity for controlling player movement and combat mechanics.
- Modeled and texture-painted 3D character assets in Blender, with game-ready topology.

SKILLS

Languages: C/C++, Python, JavaScript

Technologies: React, NodeJS, Sass, NumPy, Docker, AWS