

# DESMOND ANDERSEN

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## EDUCATION

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<b>University of California, Los Angeles (UCLA)</b>	Jun 2024
<i>B.S. Computer Science</i>	3.817 GPA

- **Relevant Coursework:** Programming Languages, Algorithms and Complexity, Data Structures, Computer Graphics, Fundamentals of Artificial Intelligence, Computer Systems Architecture

## EXPERIENCE

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<b>Devz AI Technologies</b> — Irvine, CA (Remote)	Jun 2021 - Present
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*Software Engineering Intern*

- Built 25+ pages, forms, and interactive widgets in React for an project-management web platform
- Led development on key features such as a dashboard for users to view and edit tasks, as well as an adjustable timeline for visualizing incidents over a project's lifetime
- Refactored parts of old code base into thoughtfully-written modular components aiming to reduce code repetition and promote clarity
- Used JSX and CSS to create responsive and accessible front-end interfaces adhering to design spec at both desktop and mobile screen widths
- Wrote functions to validate and format user-input before passing to API with proper error-handling
- Worked closely with other developers in an agile development-cycle and start-up environment

## RESEARCH

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<b>Wikenheiser Lab, UCLA Department of Psychology</b> — Los Angeles, CA	Summer 2020
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*Undergraduate Research Assistant*

- 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

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<b>Tunder</b> — React Web Application	Feb 2021 - Mar 2021
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- 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

<b>Ronin</b> — Isometric Video Game	Dec 2021 - May 2022
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- 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

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**Programming Languages:** Proficient in C/C++, Python, Javascript

**Other:** Proficient in front-end web-development (React, HTML, CSS), OOP design principles, 3D modeling (Blender, Maya), Arduino, basic circuit design; Beginner in Unreal Engine 5 with Blueprints, PyQt/PySide