

# DESMOND ANDERSEN

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## EDUCATION

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**University of California, Los Angeles (UCLA)** Jun 2024  
*B.S. Computer Science* 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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**Devz AI Technologies** — Irvine, CA (Remote) Jun 2021 - Present  
*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
- Use JSX and CSS to create responsive and accessible front-end interfaces adhering to design spec at both desktop and mobile screen widths
- Write functions to validate and format user-input before passing to API with proper error-handling
- Work closely with other developers in an agile development-cycle and start-up environment

## RESEARCH

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**Wikenheiser Lab, UCLA Department of Psychology** — Los Angeles, CA Summer 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 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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**Tunder** — React Web Application Feb 2021 - Mar 2021

- 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

- 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, and basic circuit design