

# DESMOND ANDERSEN

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## EDUCATION

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**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

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- **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

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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 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

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**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

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**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