

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

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.
- Acted as liaison between UI/UX designers and backend engineers to fetch and display user data, frequently working remotely with developers in China.
- Independently wrote a custom Slack bot to integrate with our web API using Node JS and Express

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.
- Leveraged Sass to translate complex Figma designs into prod-ready interfaces with pixel-precision.

PROJECTS

Ronin & Xinshen — 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.
- Collaborated across a small team to develop a playable game demo in a 6-month period.

Electrode Interface Board — Wikenheiser Lab, UCLA Department of Psychology

Undergraduate Research Assistant

- Designed printed-circuit board in EAGLE to route a 32-pin head-stage connector to electrodes.
- Fabricated 3D-printed parts for circuit housing and experiment apparatus in Autodesk Fusion.

C++ Web Server — Capstone Design Project

- Wrote HTTP server with CRUD API, with robust unit-testing and continuous Docker build in cloud

SKILLS

Languages: C/C++, Python, JavaScript

Technologies: React, NodeJS, Sass, NumPy, Docker