

DESMOND ANDERSEN

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EDUCATION

University of California, Los Angeles (UCLA) Jun 2024
B.S. Computer Science 3.806 GPA

- **Relevant Coursework:** Algorithms and Complexity, Data Structures, Computer Networks, Computer Graphics, Linear Algebra, Fundamentals of Artificial Intelligence, Machine Learning

EXPERIENCE

Devz AI Technologies — Irvine, CA (Remote) Jun 2021 - Present
Software Engineering Intern

- Built 25+ pages, forms, and interactive widgets for a project-management web app in React
- Refactored parts of old code base into modular components, reducing code repetition, improving readability, and updating implementations to use modern React hooks and JS promises
- Given Figma design mock-ups, used JSX and CSS to actualize a fully fleshed-out interfaces, responsive at different screen widths and accessible for keyboard-only navigation
- Led development on key features including a dashboard for users to view and edit tasks, as well as an adjustable timeline for visualizing incidents over a project's lifetime
- Identified edge-cases and wrote functions to validate and format user-input before passing to API
- Worked on a cross-functional team in a start-up environment, often communicating as a liaison between the UI/UX designers and back-end developers

RESEARCH

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

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

Programming: C/C++, Python, Javascript, OOP

Other: Front-end web-development (React, HTML, CSS), 3D modeling (Blender, Maya), Arduino and basic circuit design, Unreal Engine 5 with Blueprints, PyQt/PySide