

Desmond Andersen | Software Engineer

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OBJECTIVE

Interdisciplinary computer science student with 2 years industry experience in React development. Seeking software internship emphasizing work-life balance, as well as opportunities to create and grow.

EDUCATION

University of California, Los Angeles (UCLA)

Expected Jun 2024

B.S. Computer Science

- GPA: 3.804
- Relevant Coursework: Algorithms and Data Structures, Networks, Computer Graphics, Operating Systems, Computer Architecture, Neural Signal Processing, Machine Learning

TECHNICAL SKILLS

Programming Languages: C/C++, JavaScript, Python

Technologies: Web Development (React, Sass, Node JS, MongoDB), Game Development (Unity), Docker, Git

EXPERIENCE

Devz AI Technologies — Irvine, CA (Remote)

Jun 2021 - Present

Software Engineering Intern

- Create 35+ interactive widget/page components in React and JSX for project management web platform
- Utilize modern React hooks and JS promises to send/request data from API with robust error handling
- Refactor bulky sections of an old code base into smaller, reusable, and easily-scalable components to improve clarity and reduce code repetition
- Write functions to validate/format data, identifying edge-cases in user input and interaction
- Collaborate with other engineers and designers on a small, cross-functional team in a software start-up

PROJECTS

Tunder (React Web Application)

Feb 2021 - Mar 2021

Back-end Developer

- Wrote the server-side code using Node and Express framework and created API endpoints for accessing/modifying user data in MongoDB
- Collaborated with three other developers to develop a MERN stack web application

Xinshen (Unity Game Development Project)

Dec 2022 - Present

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

RESEARCH

Wikenheiser Lab, UCLA Department of Psychology

May 2020 - Jul 2020

Undergraduate Research Assistant

- Modeled 3D-printed parts in Autodesk Fusion for circuit enclosures and experiment apparatus
- Build 12+ custom electrical cable assemblies by soldering and crimping different types of connectors