

DESMOND ANDERSEN

dfa@ucla.edu | (714) 853-8417 | Los Angeles, CA | <https://github.com/desmondandersen>

EDUCATION

University of California, Los Angeles (UCLA)	Jun 2024
<i>B.S. Computer Science</i>	3.817 GPA
▸ Relevant Coursework: Algorithms and Complexity, Data Structures, Computer Networks, Computer Graphics, Linear Algebra, Fundamentals of Artificial Intelligence	

EXPERIENCE

Devz AI Technologies — Irvine, CA (Remote)	Jun 2021 - Present
<i>Software Engineering Intern</i>	
<ul style="list-style-type: none">▸ Built 25+ pages, forms, and interactive widgets in React for a 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▸ Used JSX and CSS to create responsive and accessible front-end interfaces adhering to design spec at both desktop and mobile screen widths▸ Wrote functions to validate and format user-input before passing to API with proper error-handling▸ Worked closely with other developers in an agile development-cycle and start-up environment	

RESEARCH

Wikenheiser Lab, UCLA Department of Psychology — Los Angeles, CA	Summer 2020
<i>Undergraduate Research Assistant</i>	
<ul style="list-style-type: none">▸ 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
<ul style="list-style-type: none">▸ 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
<ul style="list-style-type: none">▸ 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 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, basic circuit design; Beginner in Unreal Engine 5 with Blueprints, PyQt/PySide