David Hacker

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Education

University of California San Diego

La Jolla

B.S. Computer Science, 4.0

2017-2021

Work Experience

Positions Held.

MedspaceSoftware Engineering Intern

La Jolla Oct 2017–Present

- Developed a tester application using Xamarin Forms that tracked team member locations
- Designed a patient-to-nurse matching algorithm that helped secure funding for the company
- Worked in an Agile development environment to implement my algorithm in a .NET core backend

Blinks Westlake Village

Full Stack Developer

Aug 2016-Jan 2017

- Added multi-threading to Blink's Android app to improve performance when tracking Eddystone beacons
- Created a backend for Blink's iOS sticker subscription service using Heroku, mLab, and Amazon S3
- Designed a corresponding admin panel using Materialize so that artists could add stickers to the site

IndieU Westlake Village

[°] Full Stack Developer

Mar 2016-Aug 2016

- Redesigned IndieU's website and improved site SEO, driving traffic up by nearly 20%
- Improved their music streamer by optimizing song file delivery
- Fixed issues with their onboarding process, allowing users to save their profile and enter information later

Notable Projects.....

- o Data Analytics for The Triton: Python, Flask, Bokeh, Pandas, Heroku
 - Spearheaded the analytics platform for The Triton newspaper
 - Helped editors & writers evaluate their performance by displaying readership metrics in a clean, understandable manner
 - Determined ideal content types, headline formats, and times to post articles using machine learning
- o Product Review Rater: Python, Gensim, Keras, Flask
 - Developed machine learning algorithm to convert product reviews to ratings on a scale from 0 to 5
 - Webscraped millions of Amazon reviews as training data for the algorithm
- o Alexa YouTube Skill: NodeJS, AWS Lambda, Heroku, FFmpeg
 - Created a skill that lets Amazon Alexa devices play audio from YouTube videos
 - Downloaded over 500 times and has over 40 stars on GitHub
 - Reviewed by the German tech channel Venix, which has over 10,000 subscribers
- o Photorealistic Rendering Engine: Java, Swing
 - Created a ray tracer that can show light refraction and reflection
 - Detected ray-object collisions quickly using a k-dimensional tree structure
 - Ran several threads in parallel to to speed up image generation

Technical Skills

- o Languages: Java, Python, JavaScript, C++, C#, SQL, LATEX
- o Frameworks: MEAN stack, Flask, Firebase, React Native, Xamarin, Materialize, Three.js