

JACK OF ALL TRADES, MASTER OF GOOGLING

Eager to learn, hands-on individual seeking an internship or entry position providing the opportunity to contribute and expand upon skills, experience, and capabilities.

EDUCATION

CSU, FULLERTON | B.S. IN COMPUTER SCIENCE WITH EMPHASIS ON SOFTWARE ENGINEERING

2014 - 2018 | Fullerton, CA

UNIVERSITY OF CALIFORNIA, DAVIS | COMPUTER SCIENCE

2012 - 2013 | Davis, CA

PERSONAL PROJECTS | Visit dn00.github.io for more details

PREVIE - PROJECT IN PROGRESS | ANDROID CAMERA APP WITH PRE-RECORDING FUNCTIONALITY

Built with Android Studio • Written in Java

- Captures user selectable n seconds of video and audio before the shutter button is pressed.
- Utilizes circular array data structure, OpenGL ES, advance Android APIs and is a conglomerate of open source projects.

A-BAY | AMAZON TO EBAY DROPSHIPPING MANAGEMENT SOFTWARE

Built on Flask Web Framework using Celery Task Queue, PySQL, SQLAlchemy, Bootstrap • Written in Python

- A complete e-commerce solution for selling Amazon products on eBay utilizing Amazon and eBay's web API.
- Built to scale as well as accelerate and automate the work flow of an eBay dropshipping business.
- Functions includes: CRUD style management of products • price matching Amazon prices to eBay • automated shipment tracking updating • costs/profit history • multiple account capability • Amazon item and description scraper • and multi-server distributed task queues for rapid updates.

A-BAY ANDROID APP | SUPPORT APPLICATION FOR ORDERING OF AMAZON PRODUCTS

Built with Android Studio using Amazon API, eBay API, Javascript • Written in Java

- Semi-automates the ordering process of an Amazon product on an Android device, allowing for mobility of an eBay business.
- Retrieves order information from eBay's API and displays orders in most recent first along with relevant order information.
- Uses Javascript injection to semi-automate the ordering process. User taps a button for entry of order information during Amazon ordering process.

DEXCUBE | 3D ANDROID GAME

Built with Unity 5 and Android services library • Written in C#

- Minimalistic graphics with simplistic yet addictive and challenging gameplay; player dodges obstacles with touch controls.
- Connected to Google Play for leaderboard statistics.

COMPUTER SKILLS

PROGRAMMING LANGUAGES

Working knowledge

Java • Python • C++

Basic Knowledge

x86 Assembly • C# • HTML5/XML/CSS3 • Javascript • PHP

FRAMEWORKS/LIBRARIES/TOOLS

Flask Web Framework • Celery Distributed Task Queue • SQLAlchemy

Visual Studio Code • PyCharm IDE • IntelliJ IDEA • Android Studio

Unity Game Engine

OPERATING SYSTEMS

Linux • Windows • Android

MISC

Git • SQL • Web APIs • Bash & Shell Scripting

Hardware assembly & maint. • Open Source Dev.

Data Structures & Algorithms • Game Programming