

DEREK SANTOLO

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Software developer with three years of experience building user-facing software for Apple. Interested in computer graphics, web, and game development.

Languages: (Proficient) Javascript/Typescript, C++; (Familiar) Swift, Python

Experience

Frontend Engineer at Apple

July 2021 - August 2024

- Front-end engineering for Apple Online Store (apple.com).
- Built several customer-facing pages, involving both migrating (existing pages) to **React** and building new **React** pages from the ground up.
- Built complex animations that apple.com is known for using **Javascript (with internal animation library)**, **React**, and **CSS**.
- Combined **React**, **Javascript/Typescript**, and **SASS** to construct UIs that met complex and demanding standards, such as QA, accessibility, cross-browser, and responsiveness.
- Translated designs from marketing/design teams into real **React** pages; gained lots of experience communicating with designers on achieving their vision while moving ideas from design tooling into **Javascript**, **HTML**, and **CSS** code.
- Reconfigured **Webpack** to decrease build times by 40-80% across all projects and improve dev server performance.
- Investigated and built POCs for new technologies such as **Bun**, **TailwindCSS**, **Vite**, **Svelte**, and **Astro** of my own accord in order to increase efficiency, improve developer experience, and reduce technical debt.
- Built internal pages in **Svelte** and **TailwindCSS** that marketed APIs to consumer teams.

Frontend Engineer at University of Southern California

October 2024 - December 2024

- Rebuilt the university's Mobile & Environmental Media Lab's [website](#) from scratch in order to improve performance, responsiveness, design and give the lab's director control over the site's content.
- Achieved 95+ on all Lighthouse metrics across desktop and mobile.
- Researched and utilized a cutting-edge tech stack: **Astro**, **Svelte**, **TailwindCSS**, **Bun** and **Cosmic**.

Full-Stack Intern at Pepperdine University

Aug 2018 - April 2019

- Performed full-stack development on a forms portal web application to be used by university administrators.
- Collaborated with intern team to design app workflow and UI from scratch.
- Demonstrated leadership by pushing for unique/intuitive features to improve user experience in managing and assigning forms; these included a "signing cart" which simplified the form approval process in a familiar way analogous to online shopping carts, and a "signflow" — a graphical representation of where an assigned form is in its sequence of signers.
- Demoed app to clients and received positive reception.
- **JavaScript (jQuery)**, **HTML/CSS**, **Bootstrap**, **C#/SQL/.NET Framework** (backend/database).

Education

University of Southern California • GPA: 3.7/4

Los Angeles, CA : 05/2024 - 08/2025

M.S. IN COMPUTER SCIENCE

Computer Graphics
Database Systems
Web Technologies

Game Engine Development
Analysis of Algorithms

Computer Animation and Simulation
Machine Learning

Pepperdine University • GPA: 3.2/4

Malibu, CA : 08/2016 - 07/2020

B.S IN COMPUTER SCIENCE

Formal Methods
Data Structures
Programming Principles II (C++)
Computer Networks (Python)

Discrete Structures
Operating Systems
Computer Organization

Computer Systems (Java)
Programming Paradigms (Scheme/LISP, Prolog, Concurrency)
Automata Theory

B.S. IN MATHEMATICS

Calculus I-III
Linear Algebra
Real Analysis

Probability
Algebraic Structures I & II
Differential Equations

Statistics
Transition to Abstract Math
Physics I

Projects and Personal Interests

TECHNICAL

- Participated on a team of three to submit the game "SPAZ" to an online "game jam" where competitors had 72 hours to submit a game based on a simple theme; came up with initial concept and used **Godot Engine w/ GDScript** to develop the game; ranked #6 out of 205 entries (May 2020).
- Built portfolio site (dereksantolo.com) with **Astro**, **Bun**, and **TailwindCSS** deployed to **Vercel**.

NON-TECHNICAL

- Drumming – 20 years, Guitar – 7 years.
- Music, reading, health/fitness, the video game industry.