


 github.com/dxvidio

 linkedin.com/in/dxvidio

David Lee

dxvidio.com

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education

UCLA - B.S. in Computer Science (Junior)

September 2021 -> June 2025

Los Angeles, California

- **Cumulative GPA:** 3.7
- **Coursework:** Data Structures & Algorithms, Software Construction & Engineering, Programming Language Analysis, Computer Graphics, Computer Organization, Operating Systems, Computing Theory, Computer Networks, Digital Design, Logic Design, Electrodynamics & Optics, Discrete Structures, Probability & Statistics

skills

Languages: (intermediate): Python, JavaScript, C++, HTML, CSS - (proficient): C, Java, SQL, Go, Haskell

Frameworks & Tools: (intermediate): React.js, Git, JUCE, WordPress, Cargo - (proficient): Node.js, Express.js, Next.js, MongoDB, MySQL, Matplotlib, Framer Motion, Bootstrap

Graphics & Media: (intermediate): Figma, Photoshop, Resolve, Ableton - (proficient): Illustrator, Blender, Premiere Pro

experience & organizations

Travel Oasis

Web Development Intern

August 2023 -> October 2023

- Produced **HTML** and **CSS** code to design and optimize an informational website for real estate company Travel Oasis.
- **Increased the monthly new user traffic** by up to **164%** by implementing a **mySQL** database that introduced a direct booking functionality to the website.
- Created **UI mockups** and fully customizable webpage elements using **Adobe Photoshop** and **Figma**.
- Worked in **iterative development** cycle and had weekly meetings to evaluate progress and set new objectives.

DAW

Founder and President

December 2021 -> present

- Founded, promoted, and led UCLA's **largest** electronic music organization, which was featured in the **Washington Post** and is endorsed by the **UCLA Department of Art** and **Herb Alpert School of Music**.
- Hosted **15+** major music events, concerts, and workshops with **hundreds** of attendees annually and garnered over **1.5K** **followers** on Instagram. Event sponsors include the **Broad Arts Center** and popular brands like **Yaté**.
- Produced **HTML** and **CSS** code for embedded audio player, dynamic cursor animation, and webpage formatting.

UCLA Learning Centers

Studio Technician

June 2022 -> August 2023

- Built De Neve Studios, which hosts **UCLA's Summer Production Program** and **FAST** editorial shoots, among others.
- Co-wrote and taught the **Ableton** curriculum for the **UCLA Summer Music Production** program twice.

projects

[more projects !\[\]\(b626ca8a6876887fc3858e02aec38235_img.jpg\)](#)

CoPro AI

Frontend & UI Developer

December 2023 -> present

- Designed **wireframe** and **3 UI mockups** for generative AI music app in collaboration with GRAMMY-nominated producer John Conte Jr. [interface currently in development].

HEADroom

Audio Programmer

April 2023 -> July 2023

- Developed a gain utility plugin in the **JUCE** framework that creates headroom on mixes before a mastering session.
- Used **C++** and **JUCE** libraries to code internal processing of audio samples and input channels, along with the external knob used to control the plugin.

Bruin Rides

Full Stack Developer

October 2022 -> December 2022

- Developed a full-stack web application in **React**, **Express**, **Node**, and **MongoDB**, enabling UCLA students to coordinate ride share groups and streamlining the communication process.
- Created **6 screens** in **React** to display profile information and facilitate ride group management, creation, and filtering.
- Created ride form schema in **MongoDB** for organization and storage of published rides.