


 github.com/dxvidio

 linkedin.com/in/dxvidio

David Lee

dxvidio.com

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education

Los Angeles, CA

UCLA

Sep 2021 -> present

- **Major:** Computer Science (GPA 3.7)
- **Coursework:** Algorithm Design, Data Structures, Software Engineering, Computer Architecture, Operating Systems, Programming Languages, Computing Theory, Object Oriented Programming

employment & organizations

Web Development Intern

Travel Oasis

Aug -> Oct 2023

traveloasis-us.com

- Produced **HTML** and **CSS** code to design and optimize WordPress website for laptops, tablets, and mobile devices.
- Implemented **mySQL** database to introduce direct booking functionality to the website that **increased** the **monthly new user traffic** by as much as **264%**.
- Used **Photoshop** to create webpage elements and color grade estate photos to match the company's color palette.
- Attended weekly tech meetings with project managers and executives to evaluate progress and set new objectives.

Founder and President

DAW

Dec 2021 -> present

daw.digital

- Founded and led UCLA's **largest** electronic music organization, which was featured in the **Washington Post**, sponsored by **Yaté**, and is endorsed by the **UCLA Department of Art** and **Herb Alpert School of Music**.
- Hosted **10+** major music events, concerts, and workshops with **hundreds** of attendees annually and garnered over **1.3K followers** on Instagram.
- Produced **HTML** and **CSS** code for embedded audio player, dynamic cursor, and webpage formatting.

Studio Technician

UCLA Learning Centers

Jun 2022 -> Aug 2023

- Built and wired the De Neve Studios, which got fully booked to the point that they expanded their operational hours.
- Co-wrote and taught the **Ableton** curriculum for the **UCLA summer music production** program twice.

projects

dxvidio.com

Personal Website

Sep 2023 -> present

- Coded dynamic portfolio website using **React** and **SCSS**, made animations using **Framer Motion** library.

github.com/dxvidio/HEADroom

HEADroom

Apr -> Jul 2023

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

github.com/dxvidio/bruin-rides

Bruin Rides

Oct -> Dec 2022

- Worked in compact software team to develop a web application using a **MERN** stack that helps UCLA students coordinate ride share groups and save money.
- Led team in front-end design of web application in **React**, created UI mockups with **Figma** and made logo.
- Organized the ride form data in back-end with **MongoDB**.

skills

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

Frameworks: (intermediate): React, (proficient): Express, Next, JUCE

Tools: (intermediate): Git, WordPress, Cargo (proficient): MongoDB, MySQL, Node

Graphics and Design: (intermediate): Figma, Adobe Photoshop (proficient): Premiere Pro, DaVinci, LightRoom