github.com/dxvidio
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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 Development, Computer Organization, Operating Systems, Programming Languages, Computing Theory, Discrete Structures, Probability & Statistics, Digital Design

skills

Languages: (intermediate): Python, C++, JavaScript, HTML, CSS (proficient): C, Java, SQL
Frameworks & Tools: (intermediate): React, Git, JUCE, WordPress, Cargo (proficient): Express, Next, MongoDB, MySQL, Node, Matplotlib
Graphics & Design: (intermediate): Figma, Adobe Photoshop (proficient): Premiere Pro, DaVinci, LightRoom

experience & organizations

Travel Oasis ⧉
August 2023 –> October 2023
Web Development Intern
- 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 **264%** 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 met with project manager weekly to evaluate progress and set new objectives.

DAW ⧉
December 2021 –> present
Founder and President
- 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 **1.3K 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
June 2022 –> August 2023
Studio Technician
- Built and wired the De Neve Studios, which has expanded operational hours twice and gets fully booked weekly.
- Co-wrote and taught the **Ableton** curriculum for the **UCLA Summer Music Production** program twice.

projects

Portfolio Website ⧉
September 2023 –> present
Frontend Developer
- Created 4 dynamic screens using **React**, **SCSS** and animations from the **Framer Motion** library.

HEADroom ⧉
April 2023 –> July 2023
Software Engineer
- Developed a gain utility plugin for creating headroom on mixes before a mastering session in the modern **JUCE** framework.
- 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 ⧉
October 2022 –> December 2022
Full Stack Developer
- 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 configuration and facilitate ride group management, creation, and filtering.
- Managed ride group information and data organization using **MongoDB**.