Elijah Delos Reyes
Software Engineer

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EDUCATION
University of San Francisco (USF), San Francisco, CA
B.S. in Computer Science   May 2020

WORK EXPERIENCE
ThinQ.tv, San Francisco, CA (Remote)
UX/UI Engineering Intern   May 2019 - August 2019
- Collaborated with the front-end team to design an elegant and functional user interface.
- Adapted design according to user tests and problem solving to improve number of audience members.
- Worked on front-end code to construct a webpage that is easy for users to navigate and continually visit.
- Operated with the development team to improve back-end website functionality.

TECHNICAL SKILLS
- C (Proficient)
- Java (Proficient)
- Python (Advanced)
- Javascript (Intermediate)
- VueJS (Intermediate)
- HTML/CSS (Intermediate)
- Web Design/UX/UI (Intermediate)
- Linux (Intermediate)
- Ruby (Beginner)

NOTABLE PROJECTS
Fanmire Social Media Aggregator   February 2020 - May 2020
- Did full-stack development on a dynamic website that pulls data from Twitter, Facebook, and Instagram.
- Connected server to client using VueJS, Axios, and Express and stored data into MongoDB.

Crash Command Line Shell   April 2019 - May 2019
- Familiarized with terminal and Linux through creating a fully-functional command line shell.
- Implemented history, scripting, signal handling, piping, redirection, environment variables, and jobs.

Web Crawler and Search Engine   January 2018 - April 2018
- Implemented search engine from scratch and launched on the internet.
- Learned multithreading, inverted indexing, sockets, servlets, HTTP, cookies, and Jetty.

Pizza Ordering Application (Personal)   June 2017 - October 2017
- Did full-stack development on a Java application dealing with databases.
- Designed interactive user-friendly GUI of 38 items including a variety of pizzas, sides, drinks, etc.

"Don't Get Hit by the Hay" Game (Personal)   December 2016 - January 2017
- Did Full-stack development on a platform PC game in Python.
- Handled video game mechanics and graphic user experience.

RELEVANT COURSES
- Data Structure & Algorithms   Fall 2017
- Parallel Computing   Fall 2017
- Software Development   Spring 2018
- UX/UI Design   Fall 2018
- Operating Systems   Spring 2019
- Programming Languages & Paradigms   Fall 2019
- Computer Architecture   Fall 2019
- Senior Team Project   Spring 2020