Enzo Han

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EDUCATION

University of California San Diego
Computer Engineering B.S.   *Graduated: June 2022*
Computer Engineering M.S.   *Expected Graduation: June 2023*

SKILLS

- **Programming Languages:** C/C++, Java, Swift, JavaScript, ARM Architecture, Python, HTML/CSS
- **Software Tools:** Linux/Unix, OrCAD PSpice, Git, Arduino, XCode, MS Visual Studio, Atom, MATLAB

EXPERIENCE

UCSD Department of CSE - *La Jolla, California*   *January 2020-June 2020, January 2022-June 2022*
Tutor for Introduction to Computer Science and Object-Oriented Programming: Java Course
- Hosted open lab hours to assist students in completing assignments and developing their programming skills.
- Proctored assessments and score programming assignments for the course.
- Created weekly review slides for students to revisit course material.

Dexcom - La Jolla, California (*Remote)*
Engineer Intern   *June 2021-September 2021*
- Developed and presented a prototype for Dexcom's mobile application to be synced with vehicle frameworks.
- Implemented new features to an unreleased iOS and Apple Watch application using SwiftUI.
- Improved upon a script that converts Markdown to Word Doc which was used to refine the company's documentation.

DataHinge - La Jolla, California *(Remote)*
iOS Engineer Intern   *November 2020-January 2021*
- Initiated tasks to implement new features and bug fixes for the *Golf AI* application such as a camera flip button and app review alerts often making use of different Apple frameworks.
- Used GitHub for continuous integration to update the app repository, reviewing merge conflicts, and pull requests.
- Communicated and worked with the design team to ensure the product is up to specifications.

Airletic - Omaha, Nebraska (*Remote)*   *July 2020-October 2020*
Software Engineering Intern
- Led a small team to design and develop a minimum viable product in the form of an iOS application with responsibilities such as delegating tasks to team members and tracking the application's progress.
- Developed an application using Swift that grabs data from an API to display data and stream video.
- Attended regularly scheduled meetings to discuss application improvements and weekly goals.

SELECT PROJECTS

Huffman Encoding and Compression Project | C++   *May 2020*
- The program created and used a Huffman Coding Tree to provide efficient bitwise i/o compression and decompression of a given message.
- Wrote unit tests using GDB debugger and the GoogleTests framework.
- Created code coverage reports ensuring the quality of unit tests.

INTERESTS

Activities/Organizations: Engineers for a Sustainable World, Division 12 Dance Team. Psi Chi Omega
Hobbies: Dancing, Guitar, Gyming, Exercising, Sports, Esports