

FORREST BURTON

(916) 380-9509
burton.forrest10@gmail.com
[GitHub://forrestburton](https://github.com/forrestburton)
[LinkedIn://forrest-burton](https://www.linkedin.com/in/forrest-burton)

EDUCATION

B.S. in Computer Science	University of California, Los Angeles	Expected: Mar 2023
<ul style="list-style-type: none">• Cumulative GPA: 3.83/4.00• Upsilon Pi Epsilon - CS Honor Society member• Dean's Honors List: December 2019, March 2020, June 2020		

RELATED COURSEWORK

- Algorithms and Data Structures, Object Oriented Programming, Computer Architecture, Software Construction Projects, Logic Design of Digital Systems, Linear Algebra, Discrete Math

PROJECTS (SEE MORE ON GITHUB)

Activ	Oct 2020-Current
<ul style="list-style-type: none">• Led the development of a social media Web App built with the React.js framework• Organized backend user-data and video file storage with Google Cloud Firebase• Extracted user and video data to implement a video feed• Developed a like/comment feature for videos• Designed the UI utilizing Ant Design	
StudyD8 - http://studyd8.com/	July 2020-Current
<ul style="list-style-type: none">• Led the development of an Android App• Integrated Google Cloud Firebase to design the backend data storage• Utilized data verification to implement user authentication and client-side login• Stored and processed user data to generate user matches• Created a search feature to help users find specific universities and classes	
UCLA Food Delivery	Mar 2020
<ul style="list-style-type: none">• Constructed a hash map to organize and store thousands of GPS coordinates around UCLA• Implemented breadth-first search and quicksort to create optimal route from point to point• Resulted in a program giving turn by turn GPS instructions to delivery locations	
Kontagion	Feb 2020
<ul style="list-style-type: none">• Utilized object oriented design and OpenGL framework to result in an arcade-style shooter game	

LANGUAGES AND TECHNOLOGIES

- Java; C++; JavaScript; C; Python
- React; Git; Firebase; Linux; Scripting; MATLAB; Debugging; Android Development; Emacs

Work/Leadership Experience

Computer Science Instructor – The Coding School	May 2020-Oct 2020
<ul style="list-style-type: none">• Taught students one-on-one computer science fundamentals• Concepts included introductory Java (object-oriented programming) and JavaScript (drawing & animation)	
Fundraiser Leader – Rolling Hills Church	Apr 2019
<ul style="list-style-type: none">• Started a fundraiser and collaborated with local businesses to raise over \$3,000 for a family that was robbed	
Build Leader – Rolling Hills Church	Apr 2018, Apr 2019
<ul style="list-style-type: none">• Led the construction of multiple houses for families in need in Tijuana, Mexico• Maintained order and efficiency while managing a team of 20+ students and adults	