

Gordon Cai

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Objective

I am a recent graduate from University of California, Santa Cruz seeking a position or internship. I am looking to contribute to the organization by improving my own skills as well as bringing my enthusiasm and knowledge to the workplace.

Experience

- *Server*
Ajisen Ramen, Winter 2021 - Spring 2022
-Served customers in a high volume environment, exercising excellent communication with team members and high attention to detail
- *Front End Developer*
Our National Conversation, January 2024 - September 2024
-Making user friendly designs and interfaces for the company website using ReactJS, HTML and CSS
-Working closely with UI/UX designers to realize their designs

Projects

- [Interactive Canvas](#)
HTML canvas that can be drawn on and customized with multiple user-inputted options, utilizing constant refactoring to maintain modular and organized code.
- [Geocache Map](#)
Typescript geolocation game with collectable coins that can be deposited into caches
- [Farming Simulator](#)
Typescript farming game emphasizing software design patterns and modular code
- [Chromatic Tower Defence](#)
Unity tower defence game featuring a vibrant map, multiple towers and enemy types, and scaling wave difficulty.
- [MCTS AI](#)
Python TicTacToe AI implementing the MCTS algorithm to find the most optimal moves based on player input.

Education

University of California Santa Cruz B.S. in Computer Science Game Design with Honors

Graduation Date: June 2024

GPA : 3.55

Relevant Courses: Data Structures and Algorithms, Software Dev Patterns, Game AI, Programming Abstractions (Python)

Skills

C++, HTML5, CSS, Javascript, Typescript, Python, Java, Software Design Patterns, React, Git