

Jimmy Dang

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Education

University of California San Diego

Expected Jun. 2021

- Bachelor of Science in Computer Science, GPA: 3.8
- Relevant Coursework: Data Structures and Algorithms, Operating Systems, Intro to Machine Learning, Theory of Computation, Programming Languages, Intro to Software Engineering

Skills

Java, C, JavaScript, React, HTML, CSS, TypeScript, ARM Assembly, Redux, python, Android Studio, Unity, C#, vi/vim

Work Experience

Triton Engineering Student Council

Sep. 2018-Present

Tech Team → SD Hacks 2019 Director

- Directed SD Hacks 2019, a hackathon with over 3000 applicants, and handled logistics and relations with vendors
- Maintained the applicant check-in system and implementing the pages for events in JavaScript and React

UCSD CSE Department - CSE 8B, 11, 30

Sep. 2018-Present

Computer Science Tutor → Head Computer Science Tutor

- Analyze, debug, and grade students' code while giving thorough feedback detailing concepts covered in class
- Develop weekly programming assignments by writing solution code and write-up for students to complete

Northrop Grumman

Jun. 2019-Sep. 2019

Software Engineer Intern

- Porting outdated Java applets to a user-friendly web-based interface using JavaScript, React, and Redux
- Implementing and testing backend to frontend communication using Java, ActiveMQ, Maven, and XSD schemas

Moebius Solutions, Inc.

Jun. 2018-Aug. 2018

Software Engineer Intern

- Refactored backend Java libraries into TypeScript to streamline front end operations implemented in React
- Developed an API for a data generator in Java and Kotlin while working in an Agile environment

Boy Scouts of America - Eagle Scout

Sep. 2011-Jul 2018

Assistant Advisor

- Conducted tech workshops for elementary & middle school scouts during weekly troop meetings
- Led younger scouts in improving fundamental scout skills as an assistant advisor

Projects

Flap.js

Apr. 2019-Dec. 2019

- Maintaining a web-app that helps users construct formal languages and automata with analysis and error detection
- Developed using JavaScript and React with algorithms under the guidance of Professor Mia Minnes

YouSeeSD

Apr. 2019-Jun. 2019

- Programmed an Android app that generates tours of the most popular places on campus with adjustable themes
- Practiced Agile in a team of 10 and ensured MVC and layering principles were applied properly in Java

Auxilium

Mar. 2019

- Built a messaging platform for the homeless community in LA to connect them to the resources they would need
- Won Facebook Best Community Building Hack at LA Hacks 2019; used Javascript, Python, Flask, GCP & Twilio APIs

Photosign

Feb. 2019

- Implemented a responsive web-app that allows photographers to easily connect with clients and share work
- Utilized Javascript and Express.js as well as the Google Cloud Platform, HelloSign, and TalkJS APIs

Excel Finance Parser

Jul. 2018

- Engineered a GUI that parses existing Excel data with financial info and rewrites it in a new Excel file
- Written and compiled using Java, Eclipse, and Apache POI libraries to read and write Excel files

FreeEstate

Mar. 2018-Apr. 2018

- Designed a VR escape room for the Oculus Rift using Unity as the game engine and C# as the scripting language
- Top 5 overall submission and OpenDoor challenge winner at LA Hacks 2018 in a team of five