








Iqbal Lodin

 US Citizen  ilodin@uci.edu  Los Angeles, CA  818-585-7359
 <https://www.linkedin.com/in/iqbal-lodin>  <https://iqballodin.dev>  <https://www.github.com/iqballerr>

EDUCATION

University of California, Irvine

BS, Software Engineering

Oct 2020–Jun 2023

Irvine, CA

- GPA: 3.7
- Dean's Honor List (Fall 2020, Winter 2021)

Los Angeles Pierce College

AS, Mathematics

Aug 2018–Jun 2020

Woodland Hills, CA

TECHNOLOGIES AND LANGUAGES

- **Languages:** Python, C++, Java, JavaScript, HTML, CSS, SQL, R
- **Technologies:** Angular, Bootstrap, NodeJS, React, React Native, Git, MySQL, Docker
- **Other:** Data structures and Algorithms, API's

WORK EXPERIENCE

Software Engineering Intern

Bazilla.io

Jan 2021–Present

Toronto, Canada

- Tasked with the project of supporting front-end development of a web-based and mobile-device application that elevates and streamlines the digital contest marketing experience for brands and their audience using React and React Native
- Stored, retrieved, and manipulated data for analysis of system capabilities and requirements

Freelance Web Developer

Various Clients

Dec 2018–Jan 2021

Los Angeles, CA

- Worked with small business to design and develop a user-friendly website for their customers
- Mystique Motors (Mechanic Shop):
 - Created a website using React for front-end and Python for the back end as the server-side language
 - Used MySQL to find, save, or change data
 - Achieved the client's request to allow customers to send a form for a price quote using a GoogleAPI

PROJECTS

- **Monitoring and Managing the Impact of Air Quality** - Developed a program in Python giving a reading of areas with unhealthy air quality, particularly for people with chronic respiratory problems. Used PurpleAirAPI for collecting air quality sensors all around the United States and NominatimAPI for grabbing locations using geocoding.
- **Connect Four Game** - Implemented a Python-shell-based game that you can play on your own computer or extend to play via Internet by connecting to a central, shared server. Used a third-party game library, PyGame 2.0, for creating the graphical user interface (GUI).

EXTRACURRICULAR ACTIVITIES

- Member of Hack at UCI, UCI Muslim Student Union, UCI Association for Computing Machinery, and UCI Blueprint