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JAMES R. JUNAIDI

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Education:

University of California, Davis
- Bachelor of Science in Computer Science, minor in Economics | Expected June 2022 | 3.92 GPA

Work Experience:

STRIVR: Software Engineer Intern | June 2021 - Present | Palo Alto, CA
- Technologies: C#, Unity, Java
- Part of the Immersive Team, working on the in-headset software and experience.
- Implemented Oculus Quest 2 support for the STRIVR application by modifying the backend, build, and headset provisioning steps in a large effort to build a standalone application for 100's of potential customers.
Provided solutions for hosting the application in the Quest store and discussed several user flows and the UX.
- Led cross-team efforts of upgrading the Unity Engine from 2019 to 2020 LTS to provide support to the engineering team for updated SDK's in order to implement new features and streamline development.
Required modification of multiple internal SDK's, fixes to the android build gradle, and updates to multithreaded initialization scripts.

T-Mobile: RF Engineer Intern | June 2020 - Sept. 2020 | Sacramento, CA
- Modeled cell site data and network cluster performance KPI's and prepared milestone market reports.
- Automated spreadsheet tasks in Python (openpyxl) and created interactive reports using PowerBI and Qlik Sense.
- Automated a report through Qlik Sense that saved ~10 Engineer hours per week.

Additional Experience:

CodeLab Davis: President | Oct. 2020 - Present | Davis, CA
- Co-Founded CodeLab, the first software engineering and design agency at UC Davis that works with tech companies.
- Run club logistics, management of meetings, client contacts, and development of project specifications.
- Manage and lead a dedicated board of 7 members, and the whole organization of ~40 members.
- Focused on improving member experience, growing the organization, and building high quality projects.

Komma: Co-Founder and Principal Engineer | Aug. 2020 - June 2021 | Davis, CA
- Komma is a SaaS startup that aims to simplify the way people schedule group meetings.
- Received initial funding and participated in UC Davis PLASMA startup incubator in Spring 2021.
- Setup the database (MongoDB) and implemented various backend endpoints (Node.js + Express) and API's for Google Calendar API integrations, meeting auto generation, meeting-sign ups, and more.
- Implemented AWS S3 for image hosting, AWS EC2 for backend server hosting, and Netlify for frontend hosting.

Technical Skills:

- Programming Languages: C, C++, Python, C#
- Other Frameworks / Tools: Unity, Android (Java), ReactJS, Node.js, Express, R, iOS (Swift), x86 Assembly.
- Development Tools: Unix, MacOS, Windows, Git, Google C++ Unit Test, Cunit, Bash Scripting.
- Strong background in Statistics, Data Analytics, and Mathematics, with experience scripting in Python and R.

Technical Projects:

AggieExplorer | Jan. 2021 - May 2021:
- Mentored a team of 5 developers and 2 designers to build a full stack application that displays grade and enrollment distributions of UC Davis courses with 25k+ pieces of data.
- Utilized the MERN stack, along with Python web scripts and the Pandas API to scrape enrollment data.

Prosthetic AR | Jan. 2021:
- Implemented an AR web application that shows what a prosthetic limb would look like on a person.
- Utilized ReactJS and Node.js alongside the Tensorflow.js API that uses an ML model to determine joint locations.
- Dynamically calculated the position of the prosthetic limb using triangulation, and determined the angle using a formula calculated through a quadratic regression estimate.