# James Ge

## Computer Science Student at Cal Poly Pomona

Thousand Oaks
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## TECHNICAL SKILLS

**Programming Languages/Databases**
Node.js, Java, C#, C, HTML5, React
MongoDB, mySQL
**Development Platforms**
Firebase, Stripe, Fly.io, Heroku, AWS, Azure

## EXPERIENCE

**Hotspot Lunch** (Pomona, CA - Remote) - *Software Engineer Intern* | **November 2022 - May 2023**
Online food delivery service. Created affordable meal deliveries on school campuses by setting up scheduled pickup areas.
- Developed REST API service from the ground up using ExpressJS. Restyled all of an existing frontend application in React. Over 500 commits totaling greater than 90% of all code written for the company.
- Implemented online point-of-sales system using Stripe and Paypal web APIs, transacting at least 100 orders.
- Implemented order confirmation and receipt system using Twilio SMS web API, promotional code validation for discounted prices.
- Implemented secure session-based authentication system utilizing Javascript Web Tokens.

**Passionfruit Inc.** (Remote) - *Software Engineer Intern* | **May 2020 - June 2020**
React Native application with the goal of connecting like-minded individuals with similar interests. Successfully connected ~1000 users.
- Made contributions to the frontend codebase written with React Native, helped with code modularization, styling, and visual bug fixes with over 200 commits.
- Effectively navigated and got acquainted with a complex existing project codebase.

## EDUCATION

**California State Polytechnic University, Pomona**- *B.S. Computer Science*
Expected Graduation: Spring 2025

## PROJECTS

**URL Shortener Microservice**
Website used for finding crouch cancel percentages in the fighting game *Super Smash Brothers Melee* for different character matchups. Made with React.js, data extracted and sorted from spreadsheets using Node. This was a good challenge and practice in working out how to sanitize and format a large amount of spreadsheet data into JSON format, and working out how to display this data in an orderly manner using React.

**Multiplayer Browser Game Tech Demo**
In-browser, multiplayer, first-person "game." Showcases 3D rendering using Three.js, bidirectional client-server communication using websockets, and game physics features using Babylon.js. Gained experience working with a niche open-source framework in Node.js. Was excellent practice in keeping a project's codebase modularized.