Japheth Frolick https://japhyf.github.io jfrolick@ucsc.edu (818) 488-0087

MISSION STATEMENT

My goal is a successful career at a software engineering company which will utilize my technology skills, leadership abilities and provide a platform for my continued career growth. I will do this by continuing my education in technology and working on projects I'm passionate about.

EDUCATION

3nd year computer science major at University of California Santa Cruz, Graduation date: June 2020.

EXPERIENCE

Software Engineer Intern; Universal Music Group June 2018 - September 2018

- worked on a large development team implementing SCRUM practices
- hands-on experience writing code in C#, JavaScript, HTML, and CSS
- built a company-wide media player to access any available content
- redesigned front-end of many internal services
- fixed bugs across all platforms

Programmer; Appitome Inc.

December 2016 - June 2017

Helped build a service for high school counselors to more easily communicate with their pupils. This included writing code in GoLang, and making calls to our DynamoDB database.

Yearbook Editor-In- Chief, SCVi Charter, 28060 Hasley Canyon Rd #200, Castaic, CA 91384 August 2015 - June 2016.

Editor-in- chief for the yearbook committee. In charge of arranging large teams of high schoolers to work on different aspects of the yearbook and checking up on them weekly to assure the completion of their assignments.

QA Tester, Fortuitas Inc. 27240 Turnberry Ln #200, Valencia, CA 91355 July 2013 – October 2015

I started manually testing Fortuitas' apps on physical devices in 2013, but was soon asked to take my work to the next level by writing scripts and pushing automated tests to many devices in the cloud using Xamarin. I reported these bugs and potential solutions to a large team of developers at Fortuitas. We completed and released the MARS smartphone application I had been testing in October 2015.

CODE

Fluent in C, C#, C++, Java, JavaScript, Python, GoLang, and Actionscript Experience with automated test scripts in C#, DynamoDB, and VSCode2017

PROJECTS

Food Clues

A free service designed to help low-income individuals find their next meal.

Use the service by texting your address to:

(702)904-8384

Available on GitHub:

https://github.com/japhyf/foodClues

Pen Pals

A free service designed to help book readers meet others with common interests.

Hosted at: https://pen-pals.us

or on GitHub:

https://github.com/abteen/Pen-Pals

ShutterMate

An Android Application that uses machine learning to digitize a physical chess board from an image, and tells you the next best move. Available on GitHub:

https://github.com/eota/ShutterMate

Huffman Encoding

An encoder and decoder written in C using Huffman trees. Available on GitHub:

https://github.com/japhyf/encode

REFERENCES

JB Marsh at Universal Music Group, (818)405-2816 Jack Kurtz at Fortuitas, (661) 295-4670