Japheth Frolick

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.

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EXPERIENCE

Universal Music Group,
Woodland Hills, CA — *Software Engineer Intern*

Reference: Supervisor, JB Marsh (818) 405-2816

June 2018 - September 2018

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

Appitome Inc., Los Angeles, CA — *Software Engineer*

December 2016 - June 2017

I worked exclusively on a service for high school counselors to more easily communicate with their pupils. This included writing code in GoLang, manipulating data our DynamoDB database and learning the ins and outs of hosting software in Docker containers.

Fortuitas Inc., Valencia, CA — *QA Tester*

Reference: Supervisor, Jack Kurtz (661) 295-4670

July 2013 – October 2015

I wrote testing scripts and pushed automated tests to hundreds of devices in the cloud simultaneously using Xamarin and C#.

EDUCATION

UC Santa Cruz, Santa Cruz, CA — *Bachelor's*

SEPTEMBER 2016 - MARCH 2020

Currently a 3rd year computer science student at UC Santa Cruz.

SCVi, Santa Clarita Valley, CA— *High School*

SEPTEMBER 2012 - JUNE 2016

Completed my high school education at the Santa Clarita Valley International charter school.

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
Also available on GitHub:
https://github.com/japhyf/foodClues

Pen Pals
A free social media designed to help book readers meet others with common interests.

Visit us at: https://pen-pals.us
or on GitHub at:
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

LANGUAGES

Fluent in C, C#, C++, Java, JavaScript, Python, GoLang, HTML, CSS, and Actionscript