



https://github.com/iavlin94

WORK EXPERIENCE

Senior Operations Specialist

November 2016 – April 2019

San Francisco, CA

Uber Advanced Technologies Group

- Aided Test Engineers with investigative coding tasks, including refactoring opportunities, version control, scripting, resulting in a condensed code base for the Vehicle Reliability Team
- Spearheaded the development of two Quality Assurance & Training resources, improving the quality & efficiency of workflow for over 50 users developing simulation

Field Services Technician

June 2016 - September 2016 Compucom

San Francisco, CA

Led preventative maintenance projects by deploying new software, replacing hardware, handling over 500 assets across 4 client sites and decreasing client downtime by 40% based on ticket frequency

EDUCATION

B.S. in Computer Science | GPA 4.0

January 2019 – December 2020 (Expected)

Oregon State University

Introduction to Computer Science I, II Computer Architecture & Assembly Language Discrete Structures in Computer Science Web Development **Data Structures**

B.S. in Human Development | GPA 3.5

Graduated June 2016

University of California, Davis

LANGUAGES & TECHNOLOGIES



PROJECTS

Out of Thyme! (Web App | Hackathon Winner)

Out of Thyme! is a web application that won 2nd place for the OSU Summer 2019 Hackathon. Out of Thyme! was developed with HTML, CSS, Bootstrap, JavaScript, and jQuery to display cooking recipes, use text-speech, and automatically set cooking timers.

(https://github.com/jaylin94/osu-2019-hackathon-et-ml-kb-jl)

The RGB Color Game (Web Application)

The RGB Color Game is a web app that randomly generates color blocks and a RGB value for the user to guess. The application features three difficulty levels as well as an option to cheat. The RGB Color Game was built with HTML, CSS, Bootstrap, JavaScript, ¡Query, Express, and Node.js. (https://github.com/jaylin94/rgb-color-game)

Air (Console Application)

Air is a text-based adventure game built with C++ that features a game board with interactive rooms, items, and special events.

(www.github.com/jaylin94/Air)

Fantasy Tournament (Console Application)

Fantasy Tournament is a text-based fighting simulation built with C++ that features multiple characters with special abilities and different attributes. A fighting tournament between two teams is simulated.

(https://github.com/jaylin94/fantasy-tournament)