

Kent Han

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EDUCATION

University of California, Irvine

September 2014 - Present

- Pursuing a B.S. in Software Engineering
- Expected Graduation Spring 2018

WORK EXPERIENCE

ScaleFlux Software Engineering Intern, San Jose

July 2017 - Present

- Designed and implemented solutions to deliver critical path features such as power cycling, test logging, network fault tolerance, and more to Manufacturing Acceptance Testing software.
- Proposed system redesigns and alternative test flow strategies for improved robustness and scalability.
- Coordinated with various team members to contribute to the successful GA launch of the company product.
- Developed skills in Bash scripting and HTML/CSS to migrate portions of a Python based log analyzing tool to Bash.
- Integrated various feature enhancements and redesigned HTML output dashboard.

A.T. Works Intern, Toyama Japan

June 2016 - September 2016

- Led initial testing of partner developed cloud storage hub and compiled regular oral and written reports identifying key functionality gaps and issues throughout the bug fixing process.
- Completed pre-release testing of hardware Load Balancer from setting up dummy testing web servers to covering hundreds of QA criteria.

Market Hall Produce Cashier

June 2015 - January 2016

RELEVANT PROJECTS & COURSEWORK

Multi-threaded board game server and client in Java

February 2017 - March 2017

- Programmed key components of server-side functionality and resolved challenges and bugs such as multithreaded Socket buffering issues.

SKILLS

Programming Languages

- Python, Java, C++, (*Experience with Assembly x86 and C, Familiar with Prolog and MySQL*)

Tools

- Familiar with Linux(Cent OS & Ubuntu), vim, g++, Eclipse, IDLE, Xcode

Fluent Japanese