

Kian Thompson

54 Gillman Street, Irvine, CA 92612 | 949-439-8834 | kianst@uci.edu

 github.com/kianthompson |  linkedin.com/in/kianthompson | `</>` kianthompson.com

Education

BACHELOR OF SCIENCE | 2015-2019 | UC IRVINE

- B.S. in Computer Science | Specialization in Information | 3.73 GPA

Experience

WEB DEVELOPER | UC IRVINE STUDENT CENTER | 1/2019 - PRESENT

- Architected and built a full-stack web app using Angular, HTML, CSS, TypeScript, C#, ASP.NET, SQL, and AWS.
- Collaborated with UI/UX designers to meet client expectations and stakeholder requirements.
- Attended regularly scheduled sprint meetings in an Agile environment.

BUILDING LEAD/AV TECHNICIAN | UC IRVINE STUDENT CENTER | 4/2016 – 1/2019

- Lead a group of students with tasks coming directly from Student Center management and directors.
- In charge of setting up intricate, student run events and dealing directly with clients.

Projects

SCES Objectives and Key Results

- Architected and built a full-stack web application for tracking the Objectives and Key Results (OKRs) of UC Irvine Student Center and Event Services employees.
- Collaborated closely with UI/UX designers and stakeholders during development.
- Technologies Used: Angular, HTML, CSS, TypeScript, C#, ASP.NET, SQL, and AWS
- **Website:** <https://okr.studentcenter.uci.edu>

CADC Website

- Fully redesigned and developed the website for UC Irvine's Chinese Association Dance Crew (CADC).
- Technologies Used: HTML, CSS, JavaScript, jQuery, Bootstrap
- **Website:** <http://cadcuci.net>
- **Repository:** https://github.com/kianthompson/CADC_Website

FABFLIX

- Co-developed a full-stack web application for querying and viewing a movie database.
- Technologies Used: HTML, CSS, JavaScript, jQuery, Ajax, Java, MySQL, Android Studio, AWS, Tomcat
- **Repository:** <https://github.com/kianthompson/movie-website>

Skills & Abilities

Programming Languages: Python, Java, C++, SQL, MySQL, C#, C

Web: HTML5, CSS3, TypeScript, JavaScript

Frameworks: Angular, ASP.NET, Bootstrap

Miscellaneous: Git, Scrum/Agile, Unity