Kian Thompson

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github.com/kianthompson | in linkedin.com/in/kianthompson |

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.
- · Created an ASP.NET endpoint that allowed for communication between the SQL database and Angular front-end.
- · Website: https://okr.studentcenter.uci.edu

CADC Website

- · Fully redesigned and developed the website for UC Irvine's Chinese Association Dance Crew (CADC).
- · Utilized Bootstrap as the front-end framework to make the website fully responsive to various resolutions.
- · 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.
- · Used Java controllers to manage a MySQL database and ensure information security through encryption.
- · **Repository:** https://github.com/kianthompson/movie-website

Education

BACHELOR OF SCIENCE | 2015-2019 | UC IRVINE

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

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