KURT HIGA

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Education

University of California, Santa Cruz — **Sep. 2017 – March 2021**
Bachelor of Science in Computer Science — *Santa Cruz, CA*

Relevant Coursework

- Data Structures
- Algorithms/Abstract Data Types
- Artificial Intelligence
- Computer Architecture
- Computer Graphics
- Assembly Language
- Algorithm Analysis
- Technical Writing for Computer Engineers
- Database System
- Web Applications
- Computer System Design

Experience

BenitoLink — **June 2020 – October 2020**
Front-end Web Development Intern — *Hollister, CA*

- Designed and deployed new tools and features for a nonprofit news website to improve reporter workflow and end-reader experience.
- Unified inconsistent design patterns throughout the app for a more consistent, predictable user-experience.
- Created PHP templates to replace static web pages which allowed reporters to add and edit web pages without needing to access the code base.
- Increased weekly e-mail sign-up counts by over 10% by implementing a form popup and banner.

Jack Baskin School of Engineering — **March 2020 – June 2020**
Course Grader — *Santa Cruz, CA*

- Graded course assignments and provided project feedback for an introductory web development class of around 100 students.

UCSC Dining — **April 2019 – March 2020**
Student Supervisor — *Santa Cruz, CA*

- Managed student employees to complete their assigned tasks efficiently while maximizing productivity on the floor.
- Trained student staff on: food production, customer service, sanitation and safety, cashiering, operations and merchandising of product.

Projects

Spotify Discover | *Vue.js, Spotify API* — **March 2021**

- Web application that uses the Spotify API to allow users to create a savable playlist that includes brand new music based on their favorite artists.

Create Notes | *Vue.js, Py4Web,* — **June 2020**

- A self-notes app that allows users to create and edit notes with custom appearance and priority based ordering. Includes user authentication to store notes in the database.

3D Maze | *WebGL, JavaScript, HTML* — **January 2020**

- Created a 3D textured maze game with mouse and keyboard controls.
- Implemented HUD, object interactions, ability to change camera angles/lighting.

Thread Scheduler | *C, Pintos* — **March 2021**

- Implemented a First Come First Served thread scheduler on Pintos that works against a hardware simulator that generates groups of threads with random arrival times, CPU and I/O Bursts.

Technical Skills

Languages: JavaScript, Java, C , Python, PHP, SQL, Haskell, MIPS, HTML, CSS
Technologies/Frameworks: Vue, React, Express, Node, MongoDB, WebGL, Git, WordPress, Heroku
Other: Teamwork, Problem-solving, Adaptability, Customer Service, Independent, Bilingual (Japanese)

Extracurricular

Emma Bowen Foundation — **May 2020 – Present**
Fellow — *New York, NY*

- Organization that promotes diversity in media and technology industry.
- Received professional skill development, participated in year-round webinar, and exposed to leaders in the media field.