

# 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**

*Frontend Web Development Intern*

*Hollister, CA*

- Designed and deployed new features to the front end of a local nonprofit news website with over 20,000 subscribers.
- Improved user experience by displaying high traffic articles on the home page.
- Created PHP templates to replace static web pages so that news reporters can add and edit web pages without having to access the codebase.
- Increased weekly Email Sign ups count by over 10% by implementing mindful form popup and banner.

**Jack Baskin School of Engineering**

**March 2020 – June 2020**

*Course Grader*

*Santa Cruz, CA*

- Graded web development and programming projects of 100 students using the Canvas learning management system.

**Banana Joe's**

**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.