# William Than Khaine

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mankaine.github.io/portfolio | linkedin.com/in/williamthankhaine

## Education

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| **University of California, Irvine** | **Expected Graduation June 2019** |
| *B.S., Software Engineering* | **G.P.A. 3.731** |

**Relevant Coursework:** Data Structures Implementation and Analysis; Design and Analysis of Algorithms; Human Computer Interaction; Introduction to Data Management; Operating Systems Principles; Project Management; Programming in C++ as a Second Language; Programming in Java as a Second Language; Software Testing, Analysis, and Quality Assurance

**Independent Coursework**: FreeCodeCamp Front End Development

## Work Experience

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| **Square, Inc.** | San Francisco, CA |
| *Software Engineer Intern – Compliance Engineering* | **June 2018-September 2018** |

- Reduced need for manual intervention during user screening by using Ruby on Rails to expand range of processable data.
- Improved completeness of report generation process by integrating internal services via Ruby, Protocol Buffers, and RSpec.

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| **UC Irvine ANTrepreneur Center** | Irvine, CA |
| *Newsletter Editor and Webmaster Intern* | **January 2016-June 2018** |

- Facelifted site, streamlining user access to knowledge about programs and resources while formalizing code deploy process.
- Facilitated brainstorms, wrote, and edited monthly e-newsletters to engage readers with startup resources and functions.

## Technical Projects

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| **Pacific Marine Mammal Center Seal Spotter** | Irvine, CA |
| *Co-Developer* | **September 2018-December 2018** |

- Co-developed mobile app and database integration to record marine life sightings, utilizing full software development lifecycle.
- Elicited requirements from sponsor, designed user interface of app, and utilized React Native to implement reporting features.

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| **Dude, Where's My Ship?** | Irvine, CA |
| *Co-Developer* | **September 2018-December 2018** |

- Collaborated with four other teammates to design mechanics and story of mystery/RPG video game running on Unity engine.
- Validated and wrote inventory system features in C#, specifically detection, collection, and consumption of in-game objects.

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| **UC Irvine ANTrepreneur Center Website** (http://antrepreneur.uci.edu) | Irvine, CA |
| *Developer* | **August 2017-June 2018** |

- Designed and built—with HTML, CSS, and Wordpress—new location promotion page that expanded sources of revenue.
- Created blog to showcase successful on-campus startups supported by Center functions, thereby boosting its reputation.

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| **Dad Joke Generator** (https://mankaine.github.io/dad-joke-gen) | San Gabriel, CA |
| *Developer* | **August 2016** |

- Employed HTML, CSS, Javascript, and Bootstrap to build website that displays posts from Reddit's Dad Joke community.
- Enables users to interact view original post thread on Reddit, share post on social media, or randomly select another dad joke.

## Extracurricular Activities

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| **Management Information Student Society, UC Irvine** | **October 2015-Present** |
| *Mentor* | **October 2016-June 2017** |

- Guided mentees interested in increasing involvement in UC Irvine's computer science and business environment.
- Strengthened mentees' professional, technical, and academic skills, ending in 2017 in order to focus on academics.

## Skills

**Technical Skills:** Proficient in CSS, HTML, Javascript, Python, React, React Native; Working Knowledge of C++, Java, RSpec, Ruby, Ruby on Rails, SQL

**Soft Skills:** Attention to Detail, Collaboration, Communication/Public Speaking, Organization