Mark Kalaiji

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California State University, Los Angeles

BS Computer Science

2015 – 2021 Los Angeles, CA



CSULA College of ECST

Customer Liaison

August 2020 – May 2021 Los Angeles, CA

> Worked with and led back-end and front-end teams in production of a pavement design website

Association for Computing Machinery

August 2015 – May 2021

Team Member

Los Angeles, CA

> Assisted with teaching coding workshops, planning events, and meetings



House Prices

> Used 5 Regression algorithms to predict future housing prices

City Pave

> Full Stack web application for determining pavement structures

Breaking Bad Character Search

> A CLI & Vue.js app which searches any character from the show using the Breaking Bad API

Gantt Chart App

> An Android app written in Kotlin which illustrates your project schedule

QuizNLearn App

> An iOS application programmed in Swift and Objective-C which guizzes you on 13 questions

Match Game

> A JavaFX GUI of a simple match game where the user matches pairs of the same image



Languages JavaScript, Node.js, Vue.js, HTML/CSS, Java, Kotlin, Swift, Python, MySQL, git **Software** MacOS, Windows, Visual Studio Code, Xcode, IntelliJ, Terminal/CMD, Microsoft Office, iMovie, Pixelmator Pro, Keynote