

MARTIN MAGSOMBOL

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EDUCATION

University of California, San Diego

La Jolla, CA

Undergraduate, Computer Science

Expected Graduation: December 2019

- Relevant Coursework — Intro to CS & OOP: Java, Mathematics for Algorithms & Systems Analysis, Practical Intro to Probability & Statistics, Software Tools & Techniques Lab, Component & Design Technology and Digital Systems, Advanced Data Structures, Theory of Computation, Design & Analysis of Algorithms, Software Engineering, Computer Architecture, Web Client Languages, Computer Operating Systems, Intro to A.I. Stats Approach

Undergraduate, Design

- Relevant Coursework — Introduction to Communication, Design of Everyday Things, Interaction Design, Usability & Information Architecture

Los Medanos & Diablo Valley College

Pittsburg & Pleasant Hill, CA

Undergraduate, Computer Science

August 2014 - June 2017

- Relevant Coursework — Object Oriented Programming with C++, Program Design and Data Structure, Discrete Mathematics, UNIX, Assembly Language Programming, Linear Algebra, Advanced Programming with C++

WORK EXPERIENCE

VennPool [React-Native and Redux]

Software Development Lead & Lead Designer

- Implemented the client-side of a multiple carpool management app.
- Developed components for a carousel, event-card, and ride-card.
- Prototyped multiple iterations of the user interface and user experience.
- Worked with mentors and investors as a part of the startup incubator, The Basement.

PROJECTS

ChariTree [Google API: Firebase, LucidChart, DocuSign Send Email API, React-Native]

Front-end Developer

- Implemented the front-end of a mobile app that supports non-profit organization(s).
- Designed the user interface and user experience.

SwingGo [HTML, CSS, JQuery, Facebook Login API, Handlebars]

Front-end Developer

- Implemented the front-end of a mobile app that minimizes user learning barriers for golfers.

XPosure [HTML, CSS, JS, Figma]

Project Manager and *Front-end Developer*

- Implemented the front-end of a competitive platform for entry-level photographers.
- Prototyped the presentation on figma.

Deuce [Figma, Gimp, Slack]

Project Manager and Designer

- **WIP**

i'MDB [HTML, CSS, JS]

Front-end Developer

- Implemented the front-end of a movie listing app that adheres to the RAIL model.
- Implemented custom pop-up dialogues.

Next Page [Figma]

Project Manager and Designer

- **TO-DO**

Multi-Way Trie [C++ STL, Makefile]

- Implemented a Multi-way Trie that constructed a dictionary with the following functionality: search, insert, autocomplete, and spell-check.

Huffman Compress/Decompress [C++ STL, Makefile]

- Implemented Huffman's algorithm with ASCII '1's' and '0's to compress and decompress an input file containing strings. Constructed the Huffman tree and then encoded and decoded the file.

Hierarchy of Shapes [Java, objectdraw lib]

- Implemented a hierarchy of shapes by using concepts of inheritance, polymorphism, and abstract classes.

Slot Machine Simulator [Java, ActiveObject API, ActionEvent API]

- Implemented a GUI application that simulated a classic slot machine that kept track of Wins and Losses.

SKILLS & INTERESTS

Skills

- Programming Languages — C++, Java, Python, Javascript.
- Web and Mobile-App Development — HTML, CSS, React-Native, Firebase, Express
- Others — Vim, UNIX, Git Version Control

Interests

- Sports — Tennis, Table Tennis
- Computer Games — League of Legends and Overwatch
- Arts — Pottery, Photography, Video-Production