Miguel Beltran

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SUMMARY

Computer Science student at UC Davis with hands-on experience building full-stack web applications using React, Next.js, TypeScript, and Python. Proven track record shipping production software serving 70,000+ users, automating workflows, and designing scalable database architectures. Seeking a software engineering internship for Summer 2026.

EDUCATION

University of California, Davis — Davis, CA
Bachelor of Science in Computer Science — *Expected June 2027*

Relevant Coursework: Algorithm Design & Analysis, Data Structures, Object-Oriented Programming, Computer Architecture, Linear Algebra, Machine Learning

EXPERIENCE

ASUCD Picnic Day — Davis, CA
Assistant Technical Director — *Nov 2025 – Present*

- Architecting a React/TypeScript event scheduler with MapBox GL JS and Supabase REST API backend, enabling interactive map-based itinerary planning for the official Picnic Day website serving **70,000+ annual attendees**.
- Engineered reusable UI components and responsive layouts in Vite, reducing estimated page load time by 30% through code splitting and lazy loading.

Include — Davis, CA
Software Engineer — *Oct 2025 – Present*

- Implementing 10+ reusable React components with Tailwind CSS for UC Davis Space and Satellite Systems' production Next.js site, improving UI consistency and reducing duplicate code by 40%.
- Collaborating across a 6-person team via Agile sprints, pull request reviews, and CI/CD pipelines to ship features on a weekly release cadence.

Google Developer Student Club — Davis, CA
Software Engineer — *Oct 2024 – June 2025*

- Built a Python/Flask Slack bot integrating the Slack API, adopted by 6+ board members to automate 4+ weekly announcements—reducing manual posting time by an estimated 3 hours per week.
- Developed a fuzzy-matching FAQ system and role assignment algorithm, improving member onboarding response accuracy by 50%.
- Shipped a React admin dashboard backed by Firestore, enabling CRUD operations for event management and a directory of **100+ members**.

PROJECTS

Deadlock Tracker – Game Analysis Platform — *Next.js, TypeScript, Prisma, PostgreSQL*

- Engineering a full-stack player statistics and match history tracker for Valve's MOBA shooter; implementing Prisma ORM with PostgreSQL for data persistence and Next.js App Router for server-side rendering of 50+ API endpoints.

8-Bit CPU – Custom Processor Design — *Logisim, Digital Logic*

- Designed a fully functional 8-bit CPU from scratch featuring a custom ISA, 5-stage pipeline with data forwarding, and a microcode-based control unit supporting 20+ instructions.

Questify – Gamified Productivity Platform — *Next.js, TypeScript, Supabase, PostgreSQL*

- Developing a full-stack task management app with XP progression, achievement system, and real-time sync; designed normalized database schema in Supabase with row-level security and authentication; automated deployments via GitHub Actions CI/CD.

Kitch – Kitchen Inventory System — *Java, Swing, MVC Architecture*

- Built a desktop application following MVC design pattern for kitchen inventory and recipe management, supporting persistent CSV storage and CRUD operations for 500+ inventory items.

TECHNICAL SKILLS

Languages: Python, C/C++, Java, C#, JavaScript, TypeScript, SQL
Frameworks & Libraries: React, Next.js, Flask, Node.js, Prisma, MapBox GL JS, Tailwind CSS, Vite
Databases: PostgreSQL, Firestore, Supabase
Tools & Platforms: Git, GitHub, GitHub Actions, Docker, CI/CD Pipelines, npm, Linux, Vercel, Figma, AWS
Concepts: Object-Oriented Design, MVC Architecture, Agile/Scrum, Unit Testing (JUnit, Pytest), System Design, RESTful API Design & Development, Authentication & Authorization, Database Schema Design