

Miguel Beltran

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EDUCATION

University of California, Davis

Davis, CA

Bachelor of Science in Computer Science

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

- Developing React/Vite/TypeScript event scheduler with MapBox GL JS integration and Supabase REST API backend, embedding interactive map-based itinerary planning into official Picnic Day website serving 70,000+ annual attendees.

Include

Davis, CA

Software Engineer

Oct 2025 – Present

- Developing components for production Next.js website for UC Davis Space and Satellite Systems using JavaScript and Tailwind CSS; collaborating via Agile sprints and code reviews.

Google Developer Student Club

Davis, CA

Software Engineer

Oct 2024 – June 2025

- Built Python/Flask Slack bot integrating Slack API, used by 6+ board members, automating 4+ weekly announcements with fuzzy-matching FAQ system and role assignment algorithms.
- Developed React admin dashboard with Firestore backend enabling board members to manage events and directory of 100+ members.

PROJECTS

Deadlock Tracker – Game Analysis Platform

Next.js, TypeScript, Prisma, PostgreSQL

- Developing full stack player statistics, analysis and match history tracker for Deadlock (Valve's MOBA shooter); implementing Prisma ORM with PostgreSQL for data persistence and Next.js app router for server-side rendering.

8-Bit CPU – Custom Processor Design

Logisim, Digital Logic

- Designed fully functional 8-bit CPU from scratch with custom instruction set architecture, implementing 5-stage pipeline with data forwarding and microcode-based control unit.

Questify – Gamified Productivity Platform

Next.js, TypeScript, Supabase, PostgreSQL

- Developing full stack gamified task management application with XP progression and achievement system; designed database schema in Supabase with authentication and real-time sync; CI/CD via GitHub Actions.

Kitch – Kitchen Inventory System

Java, Swing, MVC Architecture

- Built desktop application following MVC pattern for kitchen inventory and recipe management with persistent CSV storage.

TECHNICAL SKILLS

Languages: Python, C/C++, Java, JavaScript, TypeScript, SQL

Frameworks & Libraries: React, Next.js, Flask, Node.js, Prisma, MapBox GL JS, REST APIs, Tailwind CSS, Vite

Databases: PostgreSQL, Firestore, Supabase

Tools: Git, GitHub, GitHub Actions, Docker, CI/CD, npm, Linux, Vercel

Concepts: OOP, MVC, Agile, API Integration, CRUD, Version Control, Authentication, Database Design, Debugging