JESSE REN

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University of California, San Diego | B.S Computer Science | GPA: 3.24 | Expected Fall 2017

EXPERIENCE SKILLS

MobeWash

6/2016 - Ongoing

ReactJS, NodeJS

Full-Stack Developer/ Design Lead

- Developed booking web-app to be used by employees of 13 companies in May
- Mocked Io-fi and hi-fi wireframes for Android and IOS apps, and led A/B Testing
- Designed database and API operations for mobile development teams

UCSD ECE Department

9/2016 - Ongoing

Full-Stack Developer/ Technical Lead

ReactJS, NodeJS, MongoDB

- Developed client-facing web portfolio for projects
- Initiated Need-finding for department, implemented CMS for ease of project management and future updates for project owners

6/2015 - 9/2015 Dexcom

Software Intern

AngularJS

- Implemented doctor/patient dashboard for analyzing medical data.
- Stress-tested interactive data visualization under 10K+ data sets to ensure compatibility of HighCharts library with Dexcom software

Realstir

3/2015 - 6/2015

Software Intern

Swift, AngularJS, PHP

- Developed and optimized performance for company's apple-watch app, improving readability for target market based on font size and color

PROJECTS

Languages

- Javascript
- HTML5
- CSS3
- C++
- Python

Technologies

- NodeJS
- MongoDB
- ReactJS
- PostGreSQL
- WebPack
- Vim
- Trello

Design

- Affinity
- Sketch
- Balsamiq

Methodologies

- _ Agile
- Scrum

KaiX - The Emotional Robot

7/2016 - 2/2017

Python, Raspberry Pi

- Prototyped caretaker robot for seniors to help with medication dispensal and scheduling, and companionship.
- Conducted and integrated results from 30 needfinding interviews in to user interface with designers
- Wrote friendly wrapper class that integrated computer vision and animation

Mystery Novel Game Engine

3/2015 - 6/2015

- Android interactive murder mystery visual novel with customizable scripts
- Utilized DRY code and recently learned Singleton Design Patterns and Tuples
- Multi-threaded application weaved music and sound effects

Java. Android Studios Multi-Threading, Tuples https://portfolium.com/entry/ visual-novel-game-engine

I FADERSHIP

Divergent Engineering

- Interdisciplinary Engineering org. focused on projects and diversity in engineering
- Mobilized a diverse 30-member organization to incubate a variety of engineering projects
- Coordinated inter-disciplinary student projects to develop a synergy of innovation and creativity