

Jed Mandy Nugal

• nugaljed@gmail.com • 510-449-6273 • Hayward, California, United States • <https://jedmandynugal.netlify.app/>

SUMMARY

Computer Science and Engineering graduate from University of California, Davis looking to obtain first-time experiences in the technology industry and gain knowledge in programming, communication, and problem solving.

PROJECTS

Movies App

React Project • 2022

- Created a personal movies app using React, HTML, CSS, and JavaScript.
- Used The Movie Database (TMDB) API to fetch and display movie details.
- Features include searching for specific movies by name, sorting movies by popularity, filtering movies by genre, adding movies to favorites, watching movie trailers.

Personal Website Portfolio

React Project • 2022

- Designed and implemented a personal website using React, HTML, CSS, and JavaScript.
- Single-Page React Application using 'react-router-dom'. Pages include 'About', 'Home', 'Projects', 'Hobbies', and 'Contact'.
- Utilizes React's functional component syntax with React Hooks (mainly useState, useEffect, useRef, useCallback).

Postcard Web Application

Web Programming Project • 2020

- Implemented a postcard application using JavaScript, HTML, and CSS.
- Leveraged JSON, HTTP POST/GET requests, SQL, to implement user customization of the postcard in terms of color, message, font, and image uploads through responsive frontend designs.
- Dynamically stores postcards in a database and provides users with a shareable link that directs to the user's created card.

The Marfare - A 2D Web Game

Senior Design Project • 2020

- Designed and created an original multiplayer web browser game with 4 team members across 2 college quarters.
- Reviewed other members' code weekly, led team meetings, and tutored other members on technologies such as GitHub, Phaser 3 Game Engine, JavaScript, and HTML.
- Presented progress with slideshows and live demos weekly and communicated with and incorporated suggestions from a Senior Software Engineer and 2 outside-hire designers.
- Built main frontend gameplay mechanics such as weapons, player movement, player interactions, collision detection between objects, and map design and creation.
- Contributed to a 30-page User and Developer Manual, which includes project overview, installation and setup, game functionality, troubleshooting, and frequently asked questions.

EDUCATION

Bachelor of Science in Computer Science and Engineering

University of California, Davis • Davis, CA • 2020 • 3.25

COURSEWORK

- | | | |
|------------------------|---------------------------------|-----------------------------------|
| • Web Programming | • Data Structures | • Embedded Systems |
| • Algorithm Design | • Operating Systems | • Statistics for Computer Science |
| • Software Engineering | • Machine Dependent Programming | • Computer Security |

SKILLS

Languages: JavaScript, C++

General Technologies: HTML, CSS, Flexbox, Git, ReactJS, Node, npm

General: flexible, skilled communicator, cooperative, self-motivated

Data Structures: Arrays, Linked Lists, Stacks, Queues, Trees

React: Hooks (useState, useEffect, useRef, useCallback), functional components, router (react-router-dom)