

# Elijah Reeves

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## EDUCATION

### University of California, Santa Cruz

September 2022 – June 2025

*B.S. in Computer Engineering, with a minor in Computer Science, 3.97 GPA*

*Santa Cruz, CA*

**Coursework:** *Parallel and Concurrent Programming, Computer System Design, Data Structures and Algorithms, Computer Architecture, VLSI, Verilog to Silicon: A graduate design project*

## EXPERIENCE

### Student Assistant - Engineering and Architectural Sciences

July 2024 – Present

*California Department of Water Resources - Electrical Engineering Services*

*Sacramento, CA*

- Developed and implemented a Power BI dashboard integrated with Oracle Database to monitor maintenance across 26 bulk energy system facilities, tracking 6,500+ protective devices. Eliminated 24 monthly engineering hours and generating an estimated \$42,000 annual cost savings for government operations.
- Created MATLAB Simulink model of synchronous machines based on IEEE standards to improve power grid reliability and ensure NERC compliance.
- Prototyped a React/TypeScript web application to automate and streamline equipment test report management, reducing report processing time significantly and improving data accuracy.

### Software Engineer

February 2024 – May 2024

*College Sauce - Social Media Startup*

*Santa Barbara, CA*

- Architected and implemented real-time messaging features for a college social networking app serving 4,500+ UC Santa Barbara students. Utilized Flutter, Firebase and PostgreSQL.
- Collaborated with an interdisciplinary and international team of designers, marketers, and developers.

### Software Engineering Intern

June 2023 – September 2023

*B&K Precision Corporation*

*Yorba Linda, CA*

- Designed and launched cross-platform mobile and web application for elementary circuit analysis and general electronics calculations.
- Developed a LabView driver/interface for a commercial DC Resistance meter.
- Worked collaboratively to fine-tune user experience on a data acquisition platform before product launch.

### Youth Climbing Instructor

August 2021 – July 2022

*Granite Arch Climbing Center*

*Rancho Cordova, CA*

- Instructed approximately 170 kids ages 5 to 18 in safe rock climbing techniques.
- Created lesson plans to encourage the students to challenge themselves, while having fun.

## PROJECTS

### UCSC Menu App | Flutter, Firebase, Python, Go, AdMob

October 2022 – Present

- Codevelop, maintain, and monetize an app with >3k downloads.
- Use web scraping techniques and 3rd party API integration to provide a unified platform for all dining hall information including hours, menus, nutrition data, current occupancy, and payment.

### Eko Social Media Network | Flutter, Firebase, Go, Google Cloud Platform

July 2023 – March 2024

- Lead a team to develop a cross-platform social media network with a small, but active user base.
- Features include: account control, user search, public messages, group chats, and personalized notifications.
- Android, IOS, and Web platforms fully supported.

### PeerGrader Grading Software | Next.js, React, TypeScript, PostgreSQL, Scrum

April 2024 – Present

- Working with a team to build a platform for peer feedback and grading.
- Designed in collaboration with UCSC professor.

## TECHNICAL SKILLS

**Languages:** C/C++, Python, Dart, SQL (Postgres & Oracle), TypeScript, MATLAB, Verilog

**Frameworks:** Flutter, React, Node.js, Next.js

**Services:** Google Cloud Platform, Firebase, Supabase, Google Play Console, Apple Developer, AdMob

**Developer Tools:** Git, Docker