

Eliah Reeves

(916) 382-2329 | eeeves@ucsc.edu | [linkedin.com/in/eliah-reeves](https://www.linkedin.com/in/eliah-reeves) | github.com/nunibye

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