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

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
- Built a peer-grading platform for students to review and submit assignments.
- Integrated feedback from UCSC students and professors to improve existing options.
- Coordinated with a team using Scrum methodology and regular stand-up meetings.

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