

Education

University of California, Los Angeles

Pursuing Bachelor of Science, Computer Science (GPA 3.7)

Los Angeles, CA
Sep 2021–Jun 2025

Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Computer Organization, Software Construction, Operating Systems, Data Management Systems, Linear Algebra, Discrete Mathematics

Personal Information

Email o.pai@ucla.edu

Phone +1 858 922 3270

 Website olpai.github.io

 GitHub github.com/olpai

Experience

Noms (Creative Labs)

Full Stack Developer | React Native, Expo, Redux, Node.js, Google OAuth 2.0, Stripe, Git

Los Angeles, CA
Sep 2022–Present

- Conducted infrastructure setup for a distribution application to address food insecurity at UCLA. Created primary navigation tabs and wrote stack navigators for each tab to reflect page flows outlined in Figma.
- Maintained GitHub project board and created template to follow issue and commit-naming conventions established with lead developer. Managed simultaneous assignment of 15+ issues to 8 developers.

onTrack (Creative Labs)

Frontend Developer | React, Redux, Material UI, Node.js, Jira, Git

Los Angeles, CA
Sep 2021–Mar 2022

- Wrote components and pages for a curriculum planning assistant for UCLA's 45,000 students. Implemented a friendly interface with an aesthetically pleasing component library, displaying dynamic data of over 18,000 courses and 125 majors utilizing asynchronous requests and a centralized store.
- Participated in an agile development environment, creating pull requests for tasks outlined in weekly sprints by project manager. Practiced active cross-team communication to implement the design team's wireframes and connect the interface to the backend team's custom API.

Bruin Sports Analytics

Data Journalist | Tableau

Los Angeles, CA
Sep 2021–Dec 2021

- Wrote article to identify and define the rise of neo-positions in the modern NBA using league statistics. Published to the Bruin Sports Analytics website and visited by hundreds of monthly readers.
- Scraped and parsed data set of over 450 players on Basketball Reference. Used Tableau software to plot scatter charts of data. Modeled lines of best fit and analyzed data outliers to identify player strengths.

Qualcomm Wireless Research Division

Research Intern

San Diego, CA
Sep 2019–Mar 2020

- Consulted VP of Engineering during weekly planning meetings and routine check-ins to simulate Wireless Research Division's workflow for experimental projects. *Interrupted by pandemic
- Collected data and modeled indoor heat map of WiFi speeds in a controlled environment. Analyzed impact of build material, router location, and infrastructure. Successfully modified test environment to improve signal strength by 30%.

Projects

Breadcrumbs

- Designed a course recommendation and review webapp for UCLA students. Implemented a responsive interface featuring interactive review cards and SCSS animations.
- Pulled UCLA course offerings from Firestore and propagated data across 3 levels of component state. Wrote generalized callback function to handle the addition, deletion, and editing of a single or multiple review objects according to a custom schema.

React, Node.js, Firebase, Mantine, SCSS, Axios

Brawl

- Created a 2D fighting game with local multiplayer capabilities. Encoded keys to avoid registering repeated presses by accessing event listeners.
- Animated custom character graphics to display 10 intermediate movements every 20 milliseconds. Implemented realistic jump mechanism with physical constants.

HTML/CSS, JavaScript, JavaScript Canvas

Skills

Languages C/C++, Java, JavaScript, Python, Bash

Web React, Redux, Node.js, Axios, HTML/CSS

Tools CLI, Git, GitHub, Emacs, Jira, MySQL

Other Markdown, Adobe CC (Premiere Pro, Lightroom), SOLIDWORKS CAD (Certified Associate, May 2021)

Honors

Member, California Scholarship Federation

Sep 2017–Jun 2021

Inductee, Cum Laude Society

Jun 2020

Recipient, National AP Scholar Award

May 2020

Winner, San Diego Regional Hack-Atari Hackathon

Dec 2017

Winner, IEEE Sumobot Competition

Aug 2016