

Randy Pahang II

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Education

University of Nevada, Las Vegas

Bachelor of Science in Computer Science (GPA: 4.00 / 4.00)

Expected May 2027

Las Vegas, Nevada

- **Relevant Coursework:** Data Structures and Algorithms (C++), Prob & Stat in CS (Python & R), Intro to CS II (C++), Linear Algebra w/Computational Applications (Python), Machine Learning (Scikit-learn, PyTorch, Computer Networks)

Work Experience

CRJ Services

Sep 2025 – Present

Lead Full-Stack Developer

Las Vegas, Nevada

- Architected a full-stack accounting and client-portal platform (**Next.js, TypeScript, Spring Boot, PostgreSQL**) supporting secure authentication, document uploads, booking workflows, and client/admin dashboards.
- Improved page load speed by **30%** through server-side rendering, optimized database queries, and implementing caching strategies planned for deployment.
- Increased SEO score from **68 to 92** by restructuring component hierarchy, optimizing metadata, and implementing Next.js best practices such as dynamic rendering and improved crawlability.
- Reduced merge conflicts by **50%** by establishing a Git branching strategy, conducting structured PR reviews, and defining contribution guidelines across a **7-developer** team.

PortfolioAI

Nov 2025 – Present

Software Engineer Intern

Las Vegas, Nevada

- Engineered an AI-powered platform that auto-generates fully responsive portfolio websites tailored to a user's resume and uploaded media, enabling non-technical students to build professional portfolios with **80% less effort**.
- Implemented an AI-driven code generation pipeline (**Spring Boot, GPT-5, Claude**) deployed on **AWS EC2**, powering a multi-step workflow for generating production-grade SPA React portfolios.
- Improved generation latency by **40%** through backend optimizations including caching layers, streaming responses, and refined prompting strategies, reducing total generation time for users.
- Delivered support for **50+** early-access users by implementing secure media storage with Supabase, automated HTML/CSS insertion from resumes, and built-in responsive layouts across mobile, tablet, and desktop.

Projects

Data Structure & Algorithm Visualizer | WinForm GUI | Source Code

C# | .NET | WinForms

- Built an interactive **C#/.NET** algorithm visualizer with step-by-step animations, pointer tracking, and real-time performance metrics to demonstrate sorting behavior and **Big-O** growth as input size increases.
- Implemented multi-threaded execution using **Tasks** and a strategy-style architecture to dynamically swap algorithms while maintaining a responsive **WinForms** UI.

Percolation Path Finder | Java Swing GUI | Source Code

Java | Java Swing

- Implemented a percolation simulation in **Java** using optimized **Union-Find** (weighted quick-union + path compression) with a **Java Swing** visualization.

Leadership

Bit 2 Byte (B2B) | Student-Led Engineering Club @ UNLV

Aug 2024 – Present

- Co-founded a student-led engineering organization with **25+ active members**, focused on developing full-stack projects using **React, Next.js, and Spring Boot**.
- **Lead React/Spring Boot Developer**, guiding architectural decisions, mentoring students on full-stack patterns, and establishing Git workflows, PR review processes, and collaborative development best practices.

Technical Skills

Languages: Java, TypeScript, C++, C, C#, Python, SQL, Swift

Developer Tools: Git, Docker, AWS, Supabase, Postman

Libraries/Frameworks: Spring Boot, ReactJS, NextJS, NodeJS, Django, PostgreSQL