Randy Ren

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TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, TypeScript, Latex
Frameworks: React.js, Node.js, Next.js, Tailwind CSS, FastAPI, JUnit, Mockito
Developer Tools: Git, Github, Fusion360, Google Cloud Platform, AWS, MongoDB, Figma, Blender, Web3

EXPERIENCE

Software Engineering Intern   May 2024 – August 2024
Visa   *San Francisco, CA (Remote)*

- Involved in the full software development life cycle from analysis, quality assurance, security, and deployment, contributing to a **30%** reduction in deployment time
- Utilized object-oriented languages such as **Java**, **Python**, and **C++** to develop an API for payment processing and microservices
- Developed and implemented financial analysis methods to enhance transaction accuracy and efficiency, integrating these solutions into the payment processing algorithms
- Participated in agile development methods, with a strong emphasis on continuous integration and deployment through automated frameworks such as **JUnit** and **Mockito** for **Java** applications

PROJECTS

Weather-App | GitHub | 🌐
- Developed a full-stack web application using **Next.js** and **JavaScript** to provide real-time weather updates, 5-day foecasts, and much more
- Integrated **OpenWeatherMap API** and **Meteo Index API** to fetch detailed weather data, resulting in a **25%** improvement in data accuracy
- Designed a modern, responsive UI using **Tailwind CSS**, boosting user interaction time by **30%**

Personal Portfolio | GitHub | 🌐
- Developed a personal portfolio website using **Next.js** and **Tailwind CSS** to showcase skills, projects, and contact information
- Implemented responsive design and dynamic theming to enhance user experience across devices
- Integrated **Resend API** for efficient email forwarding, streamlining contact management
- Optimized site performance using more efficient algorithms, achieving a **35%** improvement in load times and user interactions

Facial Recognition System | GitHub
- Developed a facial recognition system using **Python** and **OpenCV** for real-time image and video processing
- Implemented a facial recognition library for robust face detection and recognition, achieving **95%** accuracy in facial identification
- Created a user-friendly interface with **Tkinter**, integrating **PIL** for image handling and **NumPy** for efficient numerical operations
- Utilized **dlib** for facial landmark detection and deep learning-based facial encodings, enhancing recognition accuracy and speed

Wordle Solver | GitHub | 🌐
- Developed an interactive Wordle guessing game using **JavaScript** and **HTML**, featuring a built-in solving algorithm for enhanced gameplay
- Designed an efficient solver algorithm that uses initial strategic guesses, feedback filtering, and backtracking, solving words with a **98%**

EDUCATION

University of British Columbia   Vancouver, BC
Bachelor of Applied Science in Electrical Engineering   *Sep. 2023 – Apr. 2027*