

ROY DEY

SF Bay Area | roydey10@gmail.com | roydey.com | github.com/rdey0 | linkedin.com/in/roydey | (408) 413-7941

TECHNICAL SKILLS

Languages: Python, JavaScript ES6, C++, ReScript, HTML, CSS, SQL, MATLAB

Frameworks/Systems: React, Django, Graphene, GraphQL, PostgreSQL, Retool, Bootstrap, AngularJS, NodeJS, Git

WORK EXPERIENCE

Software Engineer

Mar 2021 - Sept 2022

SILQ

San Jose, CA

- Led implementation of purchase order system in Django, Graphene, and React to digitize itemized goods.
- Developed a quoting system using Django and Graphene to deliver accurate freighting quotes within 2 days, and replace the manual parsing and quote calculation of freighted goods.
- Built robust management UIs using React, allowing clients to monitor the progress of projects and shipments.
- Developed a React Native mobile app to improve efficiency of factory QA processes and simplify inspections.
- Built Internal dashboards and workflows using Retool to track critical metrics and record operations data.

Application Developer

July 2019 - June 2020

University of California Davis

Davis, CA

- Led renovation of UC Davis software ecommerce website to improve user experience and mobile support.
- Built testing platform using Angular, Bootstrap, and SQL, allowing university staff to create and administer tests with automated tools, saving 2+ hours of manual labor per week and replacing expensive vendor solutions.
- Developed robust search tools for staff to easily track software licenses, replacing manual spreadsheet lookup.
- Rapidly prototyped features to help university management determine future changes to web properties.

VR Research Intern

July 2017 - Sept 2017

Ravv, Inc.

Milpitas, CA

- Researched new and emerging virtual reality technologies to be presented on the company website.
- Conducted quality assurance on in-development virtual reality products concerned with therapy for PTSD, phantom limb pain, and anxiety.

PROJECTS

Connect 4 AI (React) | https://github.com/rdey0/connect4_ai

2020

- A connect 4 web application which pits players against an AI controlled opponent.
- Used React for UI components and JavaScript to create challenging game search algorithms for AI opponents.

Raphunt (React) | <https://github.com/rdey0/raphunt>

2019

- A web application which gathers trending hip-hop song releases and displays their streaming links.
- Used React for UI components, Reddit API for song collection, and regex for parsing relevant song information.

Interactive Cancer Classifier (React, Express, Python) | https://github.com/rdey0/cancer_classifier

2020

- A web application which teaches users how selected data and parameters affect classifier accuracy.
- Used React for UI components and hosted machine learning python scripts with an Express API on Heroku.

Reverse Image Search AI (MATLAB) | https://github.com/rdey0/reverse_image_search

2019

- An application which takes a query image and finds the closest matching images from an image bank.
- Used Matlab for programming robust image feature matching for AI search.

Seam Carving Image Resizer (MATLAB) | https://github.com/rdey0/image_resizer

2019

- An application which resizes images while preserving fine detail better than pixel interpolation.
- Used Matlab filter/gradient libraries to process images for resizing.

EDUCATION

University of California Davis | B.S. Computer Science | GPA: 3.4/4.0

Nov 2016 - June 2020