

Riley Bruins

Full Stack Software Developer

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EDUCATION

University of California, Los Angeles | Fall 2020 - December 2024 (Expected)

- B.S. Computer Science

PROFESSIONAL SKILLS

Programming & Markup Languages: Javascript, Typescript, C, C++, Python, Markdown, HTML & CSS, Lua, Rust, C#

Libraries & Frameworks: React, Lit, SolidJS, Next.js, Express.js, React Native, Node.js, MongoDB

Tools & Platforms: (Neo)Vim, VS (Code), Git, Linux (Ubuntu & Arch), Mercurial, Vite, Webpack, Unity, Heroku

Concepts: Data Structures, Algorithms, UI/UX, Software Construction, Operating System Design

PROFESSIONAL EXPERIENCE

- **Google, SWE Intern** | June 2023 - September 2023
 - Worked as a full stack engineer, contributing C++ code (backend) and Lit with Typescript code (frontend), while documenting everything in Markdown.
 - Responsible for adding an OCR transcript to videos processed by Youtube's video review tool. The transcript displays all text overlays in the video along with the times they appear on-screen. Text is displayed in its captured language with the option of being translated into English.
- **Surge AI, AI Model Trainer** | June 2022 - August 2022
 - Wrote production-quality Javascript, Typescript, and Rust code, then trained an AI model to do the same. Part of a team of over 80 people.

PERSONAL SKILLS

Teamwork, Problem Solving, Communication, Attention To Detail

PERSONAL EXPERIENCE & PROJECTS

- **Open Source Contributor** | Contributed to several open source projects, mostly Neovim plugins. Projects include [nvim-autopairs](#), [onedark.nvim](#), [Motion Canvas](#), and many more.
- **Open Source Maintainer** | Actively maintaining [bamboo.nvim](#) (Neovim colorscheme with 100+ Github stars) and [EZ Semicolon](#) (VS Code extension that makes semicolons easier to work with).
- **App Developer** | Created and published two mobile apps using Unity and React Native, respectively. (Sadly neither are on Apple's App Store anymore; not worth the cost!)
- **Brewin** | A lisp interpreter written in Python, capable of language features like classes and class templates, exception handling, inheritance and polymorphism, and much more.
- **ACRaffle Web** | Website made for a client to handle payment transactions using Stripe and update a database accordingly. Users are authenticated using OAuth2 with cookies.
- **Discord Clone** | Basic Discord clone made with Electron, Typescript, and Webpack. Uses Socket.IO for real-time messaging, and WebRTC (via PeerJS) for voice communication.
- **Discord Voicebot** | A bot created with Discord.JS that utilizes Google's Speech-to-text API to run voice commands from users.
- **Wurd** | Text editor written in C and C++ using the PDCurses library. Utilizes tries to load dictionary text files for spell checking. The actual text content is managed with linked lists and hash maps.