

Riley Bruins

Full-stack software developer

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EDUCATION

University of California Los Angeles, Computer Science

- Fall 2020 - Present

PROFESSIONAL SKILLS

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

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

Tools & Platforms: Git, Webpack, Heroku, Unity, Linux (Ubuntu & Arch)

Concepts: Data Structures, Algorithms, UI/UX, Software Construction, Operating Systems Principles

PROFESSIONAL EXPERIENCE

- AI Model Trainer at Surge AI (Part-time position)
 - June 2022 - August 2022
 - Wrote production-quality Javascript, Typescript, and Rust code, then trained an AI model to do the same
 - Worked in a team of 80+

PERSONAL SKILLS

Teamwork, Problem Solving, Communication, Attention To Detail

PERSONAL EXPERIENCE & PROJECTS

- 3 years experience creating applications using Express backend with Node, often in tandem with MongoDB and Multer GridFS storage engine (for uploading large files). Projects include:
 - *AirBruinB* (Developed the backend for an Airbnb equivalent for UCLA students)
 - *ACRaffle Web* (Created a website for a client to handle payment transactions using Stripe and update a database accordingly. Authenticates users using OAuth2 with cookies.)
- Built numerous web applications using React.js and Typescript, including:
 - *Westwordle* (UCLA-themed take on popular Wordle game)
- Programmed a basic Discord clone using Electron with Typescript and Webpack
 - Built with Socket.IO for messaging and WebRTC via PeerJS for voice communication
- Developed multiple Discord bots with Node, including one that uses the Google Speech-to-text API to register voice commands from users
- Created and developed two mobile apps using Unity and React Native, respectively:
 - *Shape Flyer* (Casual mobile game, Android and iOS)
 - *Chordeographer* (Music app to help users find chords for a given key, iOS)
- Completed several large projects in C and C++, often involving management of complex data structures, with projects such as:
 - *Wurd* (A text editor application written in C++ using the PDCurses library, uses tries to load dictionary text files and linked lists and hash maps to manage text content)