

Ricky Ly

lyr5@uci.edu | (562) 213-2268 | [github/rickyly1](https://github.com/rickyly1) | [linkedin/in/rickyly1](https://www.linkedin.com/in/rickyly1) | rickyly1.github.io

Education

University of California, Irvine

Bachelor of Science in Informatics

Specialization in Human-Computer Interaction

Graduation Date: March 2023

Cumulative GPA: 3.437

Relevant Coursework

Object-Oriented Programming, Probability and Statistics for CS, Requirements Analysis and Engineering, Human Computer Interaction, Data Structures, Software Design: Applications, Project Management, User Interaction Software, Social Analysis and Ethics of Computing

Project Experience

YourEdvisor (Senior Capstone Project)

Language(s) Utilized: HTML, CSS, JavaScript

- Designed and implemented a prototype to encapsulate core processes and elements of college matriculation such as applications, counseling, and research
- Employed agile methodologies and collaborative tools (Discord, Slack, Jira, GitHub) to drive productivity and maintain project scheduling and milestones
- Selected for the 2022 Dallas Capstone Design Expo, where our product garnered industry recognition

rickyly1.github.io (Personal Portfolio Site)

Language(s) Utilized: HTML, CSS, JavaScript

- Utilized media queries to implement responsive and accessible styling for a seamless experience across varying viewports
- Implemented quality of life features such as social media links, a sticky navigation bar, and smooth page scroll transitions for an intuitive browsing experience

ToDo List App

Language(s) Utilized: HTML, CSS, JavaScript

- Implemented local storage capabilities for tasks to persist between usage sessions
- Utilized a mobile-first design and layout to intuitively add, manage, and edit user tasks

Swing Text Editor

Language(s) utilized: Java

- Developed a lightweight text editor using the Swing GUI toolkit
- Implemented essential text editing features including font customization (type, size, color) and text styling (bold, italics, underline)
- Constructed management system for editor actions, enabling undo and redo functionality

Skills

Languages and Frameworks

- Python, Java, C++, HTML, CSS, Bootstrap, JavaScript, TypeScript, Ionic, SASS, Node.js, and Angular

Applications and Production

- Design and Development: Figma, Adobe XD, Sony VEGAS Pro, Bootstrap Studio
- Management: Discord, Slack, GitHub, Atlassian/Jira
- System Requirements Development, Design and Development Cycles, Project Management, Wireframing and Prototyping, Mobile-First Design, Cost and Risk Analysis, Schedule Analysis, Scrum and Agile