

Ricky Ly

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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 & Statistics for CS, Requirements Analysis & Engineering, Human Computer Interaction, Data Structures, Software Design: Applications, Project Management, User Interaction Software, Frontend Development, Software Testing, Security & Quality Assurance

Experience

Application Development Intern @ Heritage (Startup)

June 2023 to August 2023

- Leveraged a CMS to architect and deploy dynamic web content for a language learning system
- Engineered and refined frontend components using HTML, CSS, JavaScript, and Node.js
- Integrated OpenAI ChatGPT 3.5 API, enriching user interaction with an AI-driven chatbox
- Facilitated Agile-driven development, contributing wireframe designs and prototypes

Project Experience

YourEdvisor (Senior Capstone Project)

- Full-stack implementation using HTML/CSS/JS; optimized for user experience and accuracy
- Employed agile methodologies and collaborative tools (Discord, Slack, Jira, GitHub) for efficient project management
- Selected for the 2022 Dallas Capstone Design Expo, achieving industry acclaim

rickyly1.github.io (Personal Portfolio Site)

- Designed and crafted an aesthetic and responsive website utilizing HTML/CSS/JS, React.js for an engaging user experience
- Implemented media queries ensuring adaptability across different devices and screen sizes
- Integrated HTML forms and the EmailJS API for an interactive contact form functionality

Personal Blog (October 2023 - November 2023)

- Executed full-stack development utilizing Node.js, MongoDB, and Express.js
- Implemented user authentication, optimized database schemas for efficiency, and enabled dynamic content generation
- Ensured accuracy and debugging through error handling for enhanced performance

Skills

Languages and Frameworks

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

Applications and Production

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