

Majok Francis Ring

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EDUCATION

University of California, Merced
Computer Science and Engineering

2014 – 2018
GPA: 3.2

RELATED COURSES

- Data Structures
- Intro to Object Oriented Programming
- Computer Organization and Assembly Language
- Computer Architecture
- Computer Algorithms
- Computer Graphics
- Database Systems
- Introduction to Artificial Intelligence
- Discrete Math
- Linear Algebra and Differential Equations
- Vector Calculus

SKILLS

- Programming Experience – Java, C++, C, Python, HTML, CSS, SQL, OpenGL, MIPS Assembly, Android
- Other development – Git, Agile, Blender 3D Modeling, Photoshop, Illustrator, After Effects

SCHOOL EXPERIENCE

PG&E Engineering Service Learning, UC Merced

January 2015 – December 2015

Instructional Labs II

Spring 2015

- Collaborated with the UC Merced Engineering Instructional Labs on the design and construction of a next-generation, high-efficiency solar-collector to be used in multiple engineering-heat-transfer instructional labs as well as in UC Merced research projects.

UAV Team

Fall 2015

- Worked with interdisciplinary teams to develop a program which utilizes a drone to autonomously fly through a route and take processed images to detect pierce's disease in crops.
- Developed user interface in java and analyzed areas of concern using NDVI and OpenCV.

The Quantitative Project, UC Merced

September 2014 – Present

RNA Sequencing Analysis Web Pipeline

January 2016 – Present

- Worked on developing a web pipeline for laboratory use at UC Merced.
- This project is still in progress and utilizes PHP, HTML, CSS, Python, and SQL.

Parking Analytics Web Application

September 2016 – December 2016

Databases Project – CSE 111

- Program where users can view a graphical layout of the campus parking lot and use analytics tools to view current occupant info (name, age, sex, parking duration) and identify data trends. Uses Java, JavaScript, HTML/CSS, and SQL.

Recursive Tree Analysis Tool

June 2017 – Present

Personal Project

- A program to simplify the analysis of recursive trees by the recursion tree method. Allows users to input a recursive equation such as $T(n) = 4T(n/2) + 2n^2$ and view the output as a detailed recursive tree. Able to view information such as depth, size of sub-problem, number of nodes, workload per node, and total workload per depth. Uses OpenGL/C++.

