Roye Fang

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Education	**University of California, Los Angeles**	**Anticipated Jun 2023**
	B.S. Computer Science	

Skills

Languages: JavaScript, Python, C/C++, HTML/CSS, SQL, PHP, Bash
Technologies: React, Git, Linux, Django, Flask, MySQL, Docker, Arduino

Experience

Disney Television Animation - *Software Developer Intern*   **Jun 2022—Sep 2022**
- Maintained internal web applications using React and Django to assist studio workflow with tracking department staffing, production budgeting, and managing digital media assets
- Implemented frontend for technology purchase requisition on hardware inventory website and migrated corresponding business logic from third party desktop app to internal workflow
- Expanded custom React Bootstrap repository with shareable components to unify all applications with consistent frontend builds and streamline future frontend development
- Assisted SDET with reducing unnecessary API calls in shareable components and deprecating unused API endpoints to decrease render times and strengthen Cypress QA automation

The Aerospace Corporation - *Technical Intern*   **Jun 2021—Sep 2021**
- Introduced a Flask RESTful API backend service and web app interface for astronomical time system translations using Earth Orientation Parameters data from MySQL database
- Designed and implemented a department portfolio website using React to centralize news, projects, capabilities, and contact information for current and prospective customers
- Added capabilities to an on-campus video wall application using Unity and C# scripts to modify user viewport, display PDFs and HTML webpages, and an interactive calendar

iD Tech Camps – *Online Instructor*   **Jul 2020—Apr 2021**
- Taught K-12 students C++, Scratch, Arduino, and Minecraft in online private lessons
- Developed programming and technology curriculum for individual students and skill levels

Campus Involvement

bruinwalk.com - *Software Developer*   **Oct 2021—Jun 2022**
- Updated UI with HTML and CSS for UCLA professor review website redesign initiative
- Designed and implemented API endpoints for new class enrollment times graph by aggregating previous years' registration times and enrollment data from CSV files

Institute of Electrical and Electronics Engineers - *Project Member*   **Sep 2019—May 2021**
- Developed and built breadboarded embedded systems in C++ using Arduino microcontrollers
- Programmed and soldered an autonomous maze-solving robot and developed data structures in C to solve a 16 x 16 maze using flood fill algorithm for annual Micromouse competition

Projects

Tu.Can – *Full-Stack Messaging Web Application*   **Jan 2021—Mar 2021**
- Programmed an instant message application with 4 other peers using React and Node
- Built frontend components and implemented API endpoints to interact with MongoDB

Institute of Electrical and Electronics Engineers - *Project Member*   **Sep 2019—May 2021**
- Programmed PID feedback loop in C++ for TI-RSLK robot to follow an arbitrary black line
- Calibrated autonomous steering using sensor fusion data and normalizing 8 IR sensors
- Scored fastest overall competition time in 2 circuits across 20-person lab section