Ralph Parin

r.parin070@gmail.com | Linkedin | Github | Portfolio

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science, Minor in Informatics

Sep. 2020 – June 2023

Pasadena City College

Associate's in Natural Sciences

Pasadena, CA
Sep. 2017 – June 2020

Irvine, CA

Relevant Courses

Requirements Analysis and Engineering, Human Computer Interaction, User Interaction Software, Information Retrieval, Design and Analysis of Algorithms, Data Structure Implementation and Analysis

Projects

Graphing Calculator $\mid C++, SFML$

- Support for multiple graph types, including Cartesian, and polar graphs
- Created a custom parser based on postfix notation to ensure accurate calculations and handle errors easily
- Developed advanced features like saving graphs, zooming, dragging, and displaying multiple graphs

Sudoku | Python, Tkinter

- Developed a Sudoku generator algorithm to create unique puzzles with varying levels of difficulty
- Created a detailed help menu with clear instructions and undo/redo buttons for improved gameplay experience
- Implemented custom error checking to enforce Sudoku rules and prevent invalid inputs

Sleep Tracker | Angular, HTML/CSS, Firebase, Git, Ionic

- Designed a user-friendly interface for easy logging of fatigue levels, wake-up mood, and sleep history tracking
- Cross-platform compatibility for both iOS and Android devices
- Utilized Firebase to create a secure and reliable cloud-based database to store user data

Font Viewer | Angular, HTML/CSS, Firebase, Git

- Developed a web application that enables users to browse through various fonts and preview them in real-time
- Utilized Firebase to allow users to save their favorite fonts and access them later
- Designed the application to be responsive and accessible across multiple devices and browsers

Text Editor | Java

- Designed a user-friendly interface for easily creating, editing, and saving text files
- Utilized Java Swing for cross-platform GUI compatibility, allowing it to operate on multiple operating systems
- Implemented a variety of features, including font stying, sizing, and switching

$DataQL \mid C++$

- Created a database management system utilizing data structures like linked lists, maps, and binary trees
- Developed a custom finite-state machine to parse user commands
- Implemented a range of features, including load, insert, select, save, delete, and show data

Technical Skills

Languages: C++, HTML/CSS, JavaScript, Python, SQL (Postgres), TypeScript, Java

Frameworks: Angular, Ionic, Node.js, Tailwind

Developer Tools: Alchemy, Eclipse, Figma, Firebase, IntelliJ, PyCharm, VS Code, Visual Studio, Web3Auth, Git

Libraries: NumPy, Pandas, Seaborn, SFML, Tkinter, Matplotlib