Ralph Parin

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EDUCATION

University of California, Irvine | *Bachelor of Science in Computer Science*   September 2020 - June 2023

TECHNICAL SKILLS

Languages: C++, CSS, HTML, Java, JavaScript, Python, TypeScript, Yaml
Frameworks: AngularJS, Nextjs, Jest, Playwright
Libraries: React, Tailwind, Bootstrap
Developer Tools: AWS, Docker, Figma, Git, Node, NPM, Postman

EXPERIENCE

Robotics & Coding Instructor | Python   Jan 2025 - Present
Magikid Robotics Lab | San Marino, CA
- Instructed regular robotics classes, fostering student engagement and skill development in robotics
- Worked with students to help them develop problem solving and critical thinking skills
- Led robotics camps, providing hands on learning experiences to students of varying skill levels
- Collaborated with the team to plan and execute educational activities, which resulted in a positive learning experience for students

Software Developer Intern | *Angular, .NET, MySQL*   April 2023 - June 2023
Summit Technology Laboratory | Irvine, CA
- Worked collaboratively in an Agile Scrum team to create a Real Time Streaming web application, adhering to best practices to ensure responsiveness on both desktop and mobile devices
- Developed user experiences based on an understanding of client specification, needs and user requirements
- Participated in weekly Scrum meetings and code reviews to ensure adherence to MVC principles and enhance UI/UX, resulting in improved application functionality and a more user friendly interface
- Delivered incremental project updates aligned with stakeholders' vision, incorporating their feedback, which led to a great improvement in user satisfaction with the final product

PROJECTS

Hello Dog | *React, Spring Boot, Junit, Jest, Playwright, AWS, Docker, Yaml*   Sep 2024 - Dec 2024
- Designed a website that provides dog facts and breed info by integrating data from various RESTful APIs
- Achieved 95% code coverage through unit test and integration test, accelerating the CI/CD pipeline
- Utilized Docker to containerize the web application, ensuring compatibility across different hardware and operating systems, enabling seamless deployment on various platforms
- Conducted accessibility testing using tools such as WAVE (Web Accessibility Evaluation Tool) and axe DevTools to identify and address accessibility issues, ensuring compliance with WCAG guidelines

Spotify Artist Network | *React, ExpressJs, Jest, Playwright, AWS, Docker, Yaml*   Oct 2023 - Nov 2024
- Utilized Spotify Rest API to create a responsive website for exploring an artist's network of related artists
- Leveraged Three.js to create an interactive 3D data visualization of the artist network
- Enhanced application speed by caching recently accessed artist data, improving performance by 100%
- Implemented test automation with Jest to improve quality assurance (QA) and ensure application reliability

Clinical Trials Map | *ReactJS, ExpressJs, Git, Postman, Notion*   Aug 2023 - Sep 2023
- Collaborated with front end developers and back end developers to create an interactive map of Clinical Trials
- Utilized project management tools like Notion to streamline task tracking and team coordination
- Enhanced team communication and version control efficiency by establishing a feature branch workflow
- Written technical documentation detailing step-by-step instructions for launching and running the application

RELEVANT COURSES

Software Engineering, Data Management, Requirements Gathering & Analysis, User Interaction Software, Information Retrieval, Data Structures, Project in Algorithms and Data Structures, Project in Software System Design