

Sabarno Islam

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EDUCATION

University of California, Davis

Expected Jun 2022

Bachelor of Science, Computer Science

Relevant Courses: Discrete Mathematics, Object Oriented Programming, Partial Derivatives and Series, Programming and Problem Solving, Computer Organization and Machine-Dependent Programming

SKILLS

Programming Languages: C++, C, Java, Python, Intel x86 Assembly, JavaScript, CSS, HTML, React, Node.js

Technologies: Android Studio, Git, Linux, Raspbian, Raspberry Pi, Unity, Firebase, Google Cloud

WORK & INTERNSHIP EXPERIENCE

AnChain.AI

Jun 2019 – present

Software Engineering Intern

San Jose, CA

- Building a backend login and sign up system using Firebase, Node.js, React, and Redux for a web app project.
- Building the UI/UX of the login and sign up using HTML, CSS, React, and JavaScript.
- Developing an interactive and user-friendly web app using React.

HackDavis

May 2019 – present

Sponsorship Team Member

Davis, CA

- Update and maintain a database of sponsors, valid email addresses, responses, and emails sent and received.
- Research company policies to see if it aligns with the policies of HackDavis.
- Contacting potential sponsors and setting up/holding phone calls/meetings.

WillHacks

Oct 2016 – Oct 2017

Sponsorship Director

Santa Clara, CA

- Worked with a team to create the first high school hackathon in Santa Clara.
- Raised over \$10,000 for the hackathon and managed 150+ participants at the event.
- Created and managed the website.

PROJECTS

Clean Café – Java, Rest API, Firebase, Android Studio, Go Lang, Google Cloud

March– present

- Building an app that chooses meals for students at UC Davis, personalized to their diet and weight loss goals.
- Pulling meal information from the UC Davis Dining Commons website and updating its system weekly.
- Implementing a rating system for registered users to provide feedback.

Magic Mirror – JavaScript, CSS, Node.js, APIs (Various), Raspbian, Raspberry Pi, version control

May 2019

- Edited modules to display time, date, weather, calendar, and a logo of Theta Tau Engineering Fraternity.
- Used Snowboy to utilize voice control features that allowed users to take pictures and send it to a public Google Drive.
- Worked with APIs to display pictures from Theta Tau Instagram and include an Amazon Alexa feature.

Battleship – C++, NCURSES, Google Unit Testing, Git

Winter 2019

- Developed a battleship game, where user can control the board size.
- Set up the GUI using NCURSES library.
- Created a Two Player System and two AI systems (one easy and one difficult mode).

Survive Arcadia – JavaScript, Blender, Unity, Git

Summer 2018

- Developed a 3D game where the player explores and interacts with a virtual world that changes each time the game is booted.
- Created an enemy AI system that attacks players in proximity to the enemies.
- Used Blender to personally build models or modify models I got from various websites.

LEADERSHIP & ACTIVITIES

Theta Tau Engineering Fraternity

Jun 2019 – present

- Webmaster

Game Development Club

Oct 2018 – present