

# Sabarno Islam

sabislam@ucdavis.edu • linkedin.com/in/sabarno • github.com/sabcodes

## 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

**Languages:** C++, C, Java, Python, Intel x86 Assembly, JavaScript (ES6 and React), CSS/HTML, C#

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

## WORK & INTERNSHIP EXPERIENCE

### UC Davis Internet and Educational Technology

Aug 2019 – present

*Student Enterprise Applications Support Analyst*

Davis, CA

- Provided technical support to students, staff, and advisors on errors encountered on UC Davis Student Applications.
- Created documentation and updated the outdated help sections on UC Davis Student Applications such as OASIS.
- Updated courses and degree requirement on OASIS using C# and .NET to match the current UC Davis course catalog.

### AnChain.AI

Jun 2019 – July 2019

*Software Engineering Intern*

San Jose, CA

- Built a responsive baseball card game web application in React that was demoed to potential investors.
- Developed a marketplace that included a market of players for sale, a buying/selling cards feature, and a search feature.
- Developed a player information and baseball card collection page which got data from APIs and a database respectively.
- Simulated logging in, logging out, and a user's latest balance upon purchase/sale of a card.

### 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.

## PROJECTS

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

March–June 2019

- 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