

Sarah S Kwon

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EDUCATION

University of California-Santa Barbara
Bachelor of Science: Computer Science
Expected Graduation: *June 2023*

GPA: 3.43

RELEVANT COURSEWORK

Online: Deep Dive Into Modern Web Development (FullStackOpen, Expected Completion: *May 2023*)

University: Human-Computer Interaction, Computer Science Project, Advanced Application Programming, Object Oriented Design, Computer Organization and Design Logic, Data Structures and Algorithms

EXPERIENCE

Research Assistant *MesoAmerican Research Center - Santa Barbara, CA* *November 2019 - Present*

- Collaborate with the head researcher to optimize a large database of over 33,000 artifacts, resulting in cleaner and more accessible data.
 - Build user-friendly forms to streamline record lookup, data entry, and database navigation.
 - Translate reporting needs into SQL queries that extract data and create relevant reports for research purposes.
 - Provide mentorship to new assistants on the relevant coding languages and programs.
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PROJECTS

Portfolio Site *February 2023 - Present*

- Build a portfolio website using Javascript, React.js and Chakra UI for styling.
- Ensure that all designs are responsive and optimized for different devices and screen sizes.

Potion Shopkeeper *September 2022 - December 2022*

- Developed a video game with Unity C# from conception to launch, implementing gameplay mechanics, graphics, and audio.
- Created an intuitive user interface (UI) that allowed players to seamlessly interact with core mechanics.
- Utilized an iterative approach to address bugs and refine the overall game, resulting in a polished end product.

Bear (2D Massively Multiplayer Online Game Emulator) *June 2022 - January 2023*

- Designed and implemented player-facing features and quality of life improvements in Javascript/Java that resulted in an increase in player satisfaction.
- Manage user/server data in a MySQL database and maintain an online network for multiplayer.
- Oversaw the release of a private alpha server, working closely with a community of 20 players to quickly address issues and improve overall performance.
- Automated a process of editing and sorting through XML data files with over 100,000 records using Java XPath, saving approximately 8 hours per week in manual processing time.

Interactive Campus Map *September 2021 - December 2021*

- Worked with an Agile team of 5 members to create a crowd-sourced platform where users can submit detailed information about locations on university campuses in order to help students navigate.
 - Developed responsive web application components with CSS, HTML, React.js and Typescript, including a comment section, photo album, and pop-up box.
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Technical Tools

Languages (*from most to least experienced*): C++, Javascript, C, HTML, CSS, Java, Typescript, SQL, C#, Python

Tools/Skills: React.js, MongoDB, Chakra UI, Git/Github, Agile methodology, Express.js, Node.js, XPath, Unity, JEST, RESTful API