Sienna Curry

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EDUCATION

University of California, Los Angeles — Los Angeles, CA
Bachelor of Arts in Computer Science and Linguistics — *Expected May 2028*
Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Computer Architecture

EXPERIENCE

DevX — October 2025 – Present
Software Development Intern — *Los Angeles, CA*
- Developed course-specific channels and authentication in React.js for UCLA class messaging platform BruinChat
- Reduced message latency by 40% for 50+ beta users by implementing WebSocket connections with Socket.io
- Built scalable Express.js and MongoDB backend handling concurrent, connections across multiple chat channels

Creative Labs — September 2025 – Present
Software Development Intern — *Los Angeles, CA*
- Built full-stack tracking features for UCLA-based social habit app, Cohabit, using React.js and Node.js
- Achieved sub-200ms response times on RESTful APIs by optimizing complex SQL queries with Express.js
- Maintained 95%+ test coverage by implementing CI/CD pipelines with Git/GitHub in agile sprints

Club Wellbeing — June 2025 – September 2025
Product Marketing Intern — *Los Angeles, CA*
- Grew Instagram following by 200+ for neuroscience-based mental health org through data-driven analysis
- Optimized digital engagement metrics through user research of UCLA students to identify content preferences
- Produced high-quality video content using Adobe Creative Suite and Canva for TikTok, Instagram, and Youtube

Goldman Sachs — January 2025 – May 2025
Engineering Possibilities Summit Participant — *Los Angeles, CA*
- 1 of 14,000 selected for Goldman Sachs' year-long Possibilities Summit professional development program
- Completed technical workshops and coding challenges focused on software engineering and quantitative strategy
- Networked with Goldman Sachs engineers and explored career paths through divisional panels and mentorship

PROJECTS

Flight Scheduler | *C++* — April 2025
- Designed a tool to model optimal flight routes based on time and layover variables, synthesizing user feedback and performance data to propose UX improvements
- Utilized STL containers, custom sorting, and error handling to support complex queries and large datasets

Not the Bees! | *C++* — December 2024
- Developed a 2D survival game with collision detection, randomized enemy AI, responsive controls, and real-time gameplay mechanics
- Implemented modular architecture with separate systems for health management, enemy spawning, scoring, and input handling

ACHIEVEMENTS

Advancing Inclusion Scholarship Winner — April 2024
Anita B.org — *Santa Clarita, CA*
- Awarded $2000 scholarship and complimentary attendance to the 2024 Grace Hopper Celebration for dedication to diversity in the tech industry; led subgroup initiatives during Girls Who Code to promote tech literacy

TECHNICAL SKILLS

Languages & Frameworks: C++, Python, JavaScript, SQL, React.js, Node.js, Spanish
Tools & Technologies: Express.js, MongoDB, Socket.io, Git, AWS, Azure, RESTful APIs, Microsoft Office
Skills: Version Control, Code Reviews, Debugging, Continuous Integration, Agile Development, AI Tools
Interests: Lesbian Movies, Fashion, Puzzles, Poker, Trading, Software Engineering, Math, Data Analysis, Diversity, AI