

JANE DOE

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Education

University of California, San Diego

📅 Expected Graduation: June 2022

- Pursuing Bachelor of Science in Computer Science
- Minor in Design

Cumulative GPA: 3.85

Employment

Incoming Software Engineering Intern | Google

📅 August 2021 - December 2021

Incoming Software Engineering Intern | NerdWallet

📅 June 2021 - August 2021

Software Engineering Intern | Twitter

📅 June 2020 - September 2020

- Made core improvements to an outdated internal form using React, Scala, and Figma in order to ensure advertiser trust in the Twitter brand, prevent loss of revenue, and reduce overhead for engineers in debugging issues that arise with advertisements.
- Added response and validation logic in Scala, drafted new UI features in Figma, and met with Project Managers frequently as a full stack engineer in order to build out the proposed UI features in React.

Undergraduate Tutor | University of California, San Diego

📅 April 2019 - Present

- Assist students with course concepts regarding data structures and software engineering tools in 3 lower division and 2 upper division courses under instructors Gary Gillespie and Niema Moshiri.
- Provide students with targeted assistance during open lab hours. This coursework consists of utilizing data structures to solve theoretical problems and creating web and mobile applications from scratch.
- Prepare feedback on students' work as well as advice on best debugging practices in order to create better and more mindful programmers.

Projects

Autograder | Web Application

📅 October 2019 - Present

- Front End Design Lead and Developer of the UCSD CSE department's queuing and automated grading website (autograder.ucsd.edu).
- Autograder is used by approximately 2000 UCSD CSE students on a daily basis and considering the new virtual nature of university, it has become crucial in connecting students with academic help in core classes.
- Lead a team of peers in redesigning our UI with newer technologies by migrating to a newer React & Axios stack paired with the popular Material UI Framework.

Almonds | Mobile Application

📅 March 2020 - June 2020

- As a Front End Design Lead and Developer, created an application for the CCAGA with the goal of digitizing and simplifying their process for stockpiling and shelling almonds.
- Using React Native and React Navigation, created a multi platform dynamic application for the cataloging of almond truckloads and their algorithmic placement.
- Over 10 weeks with 9 other peers, designed and constructed a fully functional application for the internal use of the CCAGA with support for different role types and actions of employees in accordance with current processes.

Professor Salary Predictor | Model

📅 March 2020 - June 2020

- Scraped the UC Payroll Ledgers and UCSD Professor Recommendation website for data on UCSD Professors to answer a research question regarding the salary of Professors at UCSD.
- Used the pandas library within Python to standardize the collected data sets and find correlation amongst and between different measured factors.

Skills

Languages | JavaScript, Java, Scala, Python, C, C++, Haskell

Tools | React, React Native, Material UI, React Navigation, Axios, Figma, pandas, Git, Unix, Docker