

Sidney Son

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Education:

University of California, Riverside - Riverside, CA

September 2015 - June 2019

- Bachelor of Science, Computer Science
- Relevant coursework: Data Structures and Algorithms, Machine Learning and Data Mining, Information Retrieval, Virtual Reality, Computer Graphics, Technical Communications

Skills:

Languages: Python, C/C++, Java, Javascript, HTML, CSS, SQL, C#

Technologies & Frameworks: Django, PostgreSQL, Angular, Spring Boot, Bootstrap, Git, Agile, Linux, Adobe Photoshop & Lightroom

Projects:

Twitter Heatmap ([link](#))

- Programmed a web application that displays a heatmap indicating a high traffic area for tweets across the US
- Allows user to see the location of tweets and can search for tweets based on a specific hashtag
- Frontend created with HTML and Bootstrap for content, and folium to create tweet map visualization
- Backend made with Django web framework, the 'tweepy' Twitter REST API for data collection, PostgreSQL for the database, and pandas for data manipulation

Portfolio Website ([link](#))

- Designed static web page to display projects and allow others to see my work
- Using HTML for content, CSS with Bootstrap for styling and responsiveness, and deployed with Github Pages

Web Crawler ([link](#))

- Developed a search engine that searches and scores 5GB of scraped .gov web pages based on user search query
- Backend done through Spring Boot, Frontend done through Angular, Webpage scoring done through Lucene for Java

Sunken Arena ([link](#))

- Created a fantasy wave-based survival game through the Unity Engine in C#
- Implemented Scrum development framework to implement core features and led team as Scrum Master to meet sprint deadlines

Chess VR ([link](#))

- Constructed a Virtual Reality chess game through the Unity Engine and Oculus Rift headset
- Utilized Oculus SDK to track player movement and input through the Oculus headset and motion controls
- Designed C# scripts to implement game mechanics such as player score, and moving chess pieces through Oculus controllers

Experience:

Team Member

After Ice Cream - Woodland Hills, CA

February 2018 - November 2018

- Facilitated store organizational procedures to ensure efficient day to day operations
- Strove towards excellent customer service to garner new business and retain patronage
- Communicated effectively with staff to ensure store efficiency

Marketing/Web Intern

Collective Lifestyle LA INC. - Northridge, CA

June 2016 - September 2016

- Promoted brand through Street Team Ambassador Program by Guerilla Marketing
- Learned online marketing practices and improved website visibility through SEO
- Assisted in managing social media accounts and strategy

Activities and Leadership:

Programming Cabinet, Rush Cabinet

Sigma Phi Epsilon - University of California, Riverside

January 2017 - December 2018

- Promoted social media platform and increased attendance to rush events
- Planned and executed social and philanthropic events in concurrence with other organizations
- Attend lectures and workshops relating to improving leadership, communication, and networking skills

