

Sophia Ray

Software Engineer

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EXPERIENCE

Healthy Living App

Quickstart 10/2024 - 11/2024 Remote

Built a full-stack web application providing users with categorized health FAQs.

- Implemented secure user authentication with registration and login functionalities, enabling personalized sessions.
- Integrated category browsing to allow users to explore health topics, dynamically displaying questions and answers per category.
- Utilized React Router for smooth navigation between login, registration, and main content pages.
- Highlight your accomplishments, using numbers if possible.

Task Manager Application

Quickstart 09/2024 - 09/2024 Remote

Developed a responsive web application using React for task management, allowing users to add, track, and manage tasks.

- Integrated a contact form that enables users to submit queries, utilizing a modern UI with accessible forms.
- Implemented filtering options for completed and incomplete tasks to enhance user experience.
- Used HTML5 and CSS3 to design a clean, user-friendly interface with Poppins font and FontAwesome icons.
- Ensured the application is mobile-friendly with a responsive layout that works seamlessly across devices.

Fault Tolerant Conversational AI Platform

UC Santa Barbara 11/2024 - 12/2024 Remote

Designed and implemented a distributed conversational AI system using Multi-Paxos consensus to ensure fault tolerance and high availability.

- Integrated Google's Gemini LLM API to handle intelligent queries and provide context-sensitive responses.
- Maintained consistent conversation contexts across servers using a replicated key-value store.
- Simulated crash and network failures with dynamic link management, ensuring seamless recovery.

C Flat Compiler

UC Santa Barbara 03/2024 - 06/2024 Remote

A fully functional compiler for a large subset of the C flat language.

- Five stages of compilation: lexing, parsing, lowering, code generation, and optimization.
- Automatic compilation without manual intervention.
- Source code implemented in C++, ensuring efficient execution and integration.

EDUCATION

Bachelor of Science (B.S.), Computer Science

UC Santa Barbara 2021 - Present Santa Barbara, CA

Software Engineer

QuickStart 06/2024 - Present Remote

SUMMARY

Passionate software engineer with hands-on experience in developing dynamic web applications. Adept at leveraging languages and frameworks like C++, React, and Python to create efficient, interactive solutions. Demonstrates a strong technical acumen, proven through successful projects utilizing APIs and advanced software design concepts. Excited to contribute innovative solutions that align with missions of functionality and engagement, drawing from a solid foundation in computer science principles.

TECHNICAL SKILLS

C++	Java	Javascript	Python
HTML	CSS	Bootstrap 5	
React.js	React Native	SQL	
Node.js	Express	Spring	

Data Structures & Algorithms

Object Oriented Design

Machine Learning AI

Computer Organization & Logic Design

Software Design System Design

Agile & Scrum Distributed Systems

Linux