

Sarthak More

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EDUCATION

University of California, Los Angeles

B.S., Computer Science and Engineering

Expected June 2021

Evergreen Valley High School, San Jose, CA

Graduated with Honors, Valedictorian

May 2017

GPA 4.0/4.0

WORK EXPERIENCE

Stealth Mode Startup

June 2018-August 2018

Software Engineer, Lead Designer

- Worked with team of six to develop web application for computer networking
- Used Angular, Node.JS, and MongoDB to implement a MEAN stack application
- Designed website interface, theme, and layout

Phoenix & Powell, Los Angeles, CA

April 2018 - Present

Associate Consultant

- Worked with team of ten to provide UI/UX consulting to high tech finance startup in the LA area
- Conducted user interviews and product tests to come up with new features to implement
- Used UI/UX rules and standards to develop wireframes and mockups of new features

Seiki Ramen, San Jose, CA

February 2017 - April 2017

Web Designer, Sales Representative

- Developed modern, responsive website for local cafe using HTML
- Designed clean and aesthetic catering menu using Adobe Illustrator
- Contacted companies about catering options using bulk emailing systems and personalized emails

Math Enrichment, San Jose, CA

June 2017 - July 2017

Teacher Assistant, Tutor

- Instructed middle schoolers and high schoolers in trigonometry, pre-calculus, and algebra
- Coordinated with teacher to create tests and curriculum at proper pace for students

Empower and Excel, San Jose, CA

July 2016 - June 2017

Webmaster

- Managed official website of nonprofit service organization
- Added newsletters, blog posts, images, webpages, and new features

PROJECTS

Home, charity project for Liberty in North Korea

January - March 2018

- Collaborated with team of five to create website that allows users to receive custom characters for donations
- Worked on front end to develop 3D environment using Javascript and Three.js library
- Designed website interface and virtual world flow with unique character interactions

Call of 2D: Zombies

May 2017

- Developed immersive zombie survival top down shooter game using Java with libgdx library
- Incorporated leveling system and multiple weapons for customized user experience

Quadcopter build

March 2013

- Constructed quadcopter using aluminum channel, ESCs, brushless motors, li-poly battery, and other parts
- Programmed and calibrated using Arduino and Python

SKILLS

Languages: Java, C++, Python, Javascript, HTML, CSS

Technologies: Adobe Illustrator, Adobe Photoshop, Microsoft Office, Bash, Android SDK

INTERESTS

Hiking, Music, Origami, Rubik's Cube, Video Production, Photography, Singing, Soccer