

EDUCATION

University of California, Irvine
B.S. Software Engineering 2020

Sep. 2015 to Jun. 2020

SKILLS

PROGRAMMING LANGUAGES

Strong: Python
Experienced: Java, HTML, CSS
Familiar: C++, Javascript, SQL

TECHNOLOGIES

Eclipse
Git
Microsoft Visual Studio
Bootstrap
Linux

WORK EXPERIENCES

North America Taiwanese Engineering Association (Co-op)

Wordpress Developer

Irvine, CA

Jan. 2020 to Jun. 2020

- Collaborated in an Agile team to build a dynamic web application from the ground up using Wordpress and WPEngine to ensure smooth transitions between product iterations and to launch the website in a timely manner. The website is currently hosted at natea.org.
- Revamped the entire UI of the website using Elementor to satisfy the usability heuristics guidelines for high-quality user experience, which resulted in a 20% increase in web traffic.
- Utilized APIs of Paypal and Paypal Express to set up the donation system and the payment system for membership respectively so the users can have a seamless payment experience without getting lost during the process.
- Refined essential features of a Wordpress plugin including the registration, login pages, and the access control rules based on membership level so the team can satisfy the requirements specifications given by the clients in a short period of time.

The Art Supply Warehouse (Co-op)

UI/UX Designer

Irvine, CA

Mar. 2018 to Jun. 2018

- Collaborated in a team to redesign the product details pages by following the usability heuristics guidelines to resolve the usability issues such as information overloading, which resulted in a 50% improvement in usability and efficiency.
- Conducted UX research to discover the users' needs and desires in a retailer's website so that the team can use it as a reference for our intended changes without losing track of the progress.
- Utilized HTML, CSS, and Bootstrap to construct a demo product of a high fidelity mockup for the purpose of usability testing to evaluate the products for future adjustments so that the final product can ensure 100% improvement in users' satisfaction and experiences.

PROJECTS

Facebook Chatbot (Python & Javascript)

- Hosted a Messenger chatbot to respond to incoming messages on Facebook in place of the users whenever they are not available to do so within the specified time limit.
- Utilized the API from Dialogflow to support natural language processing and machine learning so the users can effectively train their own chatbot to interpret incoming messages and have more natural conversations with humans.
- Utilized the fbchat library with Python to handle GET/POST requests with Facebook so the chatbot can receive messages and reply accordingly.
- Integrated Dialogflow with Google Calendar API, using Firebase Cloud Functions with Javascript, to allow for the users and friends of the users to schedule appointments directly onto their Google Calendar through Facebook Messenger.

Board Game Environment (Java)

- Implemented a board game environment, consisting of a games' launcher and a codebase, aims to accommodate any 2-player board game that involves a grid layout and game elements on this layout.
- Utilized JavaFX and FXML to implement a base graphical user interface that can be customized for any board game to display the game state after every turn so the players can easily keep track of the progress of the game and correctly make their intended moves.
- Developed a codebase that includes the common classes and functions shared among all board games so that any new developer can reuse the codebase through inheritance to implement their new board games and make changes with ease.
- Supported personal player profiles by saving the progress of the players with their unique usernames to an XML file after exiting so the players can resume their play session in the future and track their rankings on the leaderboard.