

# Rohan Kapoor

## Professional Experience

### Job Shop Manager

#### UI/UX Web Programmer and Designer

Valencia, CA ● September 2015 — Present

- Currently designing and programming the company website using the Bootstrap framework and jQuery along with HTML, CSS, and JavaScript (updated site has not been posted)
- Edited all images used on the website

### HelloTech

#### Software Engineering Intern

Santa Monica, CA ● June 2015 — September 2015

- Worked on the admin side of the web application
- Used the Meteor framework with CoffeeScript, JavaScript, and Spacebars to create and edit functional modules for admin management of customer data (includes CRUD functionality), to reorganize the display of customer data, and to add a transaction history page for each customer
- Linked all added functionality to existing customer data in MongoDB
- Programmatically updated the design of the admin-used customer section using HTML, CSS, and LESS
- Wrote automated testing scripts for the entire web application (admin, customer, and non-member side) using Robot-Framework, Selenium2Library, and PhantomJS (~160 unique scripts)
- Technologies used: Meteor, Bootstrap, Robot-Framework, Selenium2Library, PhantomJS jQuery, Git, Terminal/ Command Line, MongoDB

### SKM Industries Inc.

#### UI/UX Web Programmer and Designer

Valencia, CA ● July 2015 — September 2015

- Designed and programmed the company website, [skmindustries.com](http://skmindustries.com), using the Bootstrap Framework along with HTML, CSS, and JavaScript
- Photographed, edited, and placed images on the website
- Edited the main logo, using PhotoShop, to further facilitate company rebranding

### CodeHS

#### Computer Science Tutor

Palo Alto, CA (Remote work) ● July 2014 — January 2015

- Taught programming fundamentals to students through the site's tutor dashboard
- Graded and provided feedback on student Java and JavaScript coding assignments
- Completed the JavaScript class, as a student, to better understand the strengths and weaknesses of the company's curriculum and provided feedback accordingly

### Job Shop Manager

#### Software Engineering Intern

Valencia, CA ● June 2011 — August 2011

- Built a training module for new employees using the database application FileMaker Pro for deployment on desktops, iPads, and iPhones
- Created scripts to query and display interface screens consisting of text, images, and videos stored in FileMaker Pro's database
- Learned about relational database organization and interaction with fields, records, and tables

## Education

### University of California, Los Angeles

Computer Science and Engineering

Class of 2018

## Technologies

### Languages (in order of familiarity)

- C++, HTML, CSS/LESS, Java, Spacebars, C, JavaScript/CoffeeScript, Swift, PHP, SQL

### Frameworks and Libraries

- Bootstrap, Meteor, Robot-Framework, Selenium2Library, jQuery

### Environments

- Git, Terminal/Command Line, Xcode, FileMaker Pro, MySQL, PhantomJS

## Projects

### Gig

- Co-founded [uclagig.com](http://uclagig.com) (will transition to [bruingig.com](http://bruingig.com)), a system for connecting UCLA Computer Science students with company recruiters
- Designed and built the front-end using the Bootstrap framework along with HTML, CSS, and JavaScript
- Helped build and debug PHP mailer forms
- Organized and led team meetings
- Currently searching for recruiter interest

### Web Steganographer

- Wrote, in C++, an open hash table from scratch (includes CRUD functionality) with a feature to track hash elements' locations in the order in which they were added
- Utilized the hash table, an LZW compression algorithm, and an http parser to encode and decode hidden messages in HTML source files

### Boulder Blast

- Wrote the C++ side of this multi-level arcade-style shooter game with functional AI
- Designed and implemented inheritance structure and polymorphic organization

### Minesweeper

- Minesweeper game, written in Java, allowing for changes in difficulty
- Designed and implemented inheritance structure and polymorphic organization

### Budget

- iOS application, written in Swift, made to update the progress of an inputted budget using recent expenditures
- Using the date and current time of day, the application updates the user's daily budget accordingly

## Portfolio

Website : [rohanneilkapoor.github.io](http://rohanneilkapoor.github.io)

Github : [github.com/rohanneilkapoor](https://github.com/rohanneilkapoor)

Linkedin : [linkedin.com/in/rohanneilkapoor](https://www.linkedin.com/in/rohanneilkapoor)

## Contact

Phone : 661-964-7255

Email : [rohanneilkapoor@gmail.com](mailto:rohanneilkapoor@gmail.com)