

LOUIS LESMANA

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

B.Sc IN COMPUTER ENGINEERING

September 05, 2015

La Jolla, CA

Major GPA: 3.40/4.00

Overall GPA: 3.22/4.00

COURSEWORK

- Software Engineering
- Advance Data Structures
- Computer Organization and Systems Programming
- Web Client Languages
- Server Side Web Applications
- Design and Analysis of Algorithms
- Database System Principles
- Object Oriented Design
- Operating Systems and Principles
- Introduction to Computer Architecture
- Business Project Management

SKILLS

Tools, Frameworks and Languages:

Java • C • C++ • Javascript
HTML5 • CSS3 • PHP • MySQL
XML • JSON • jQuery • Git
Android • AJAX • DOM
Parse • Bootstrap • Linux
Ruby (on Rails) • LaTeX
Assembly • Apache • Firebase
Arduino • UML • SASS
MongoDB • Node.js • Express
AngularJS • Wordpress • Ionic
Cordova • Python • webapp2 • Jinja

Terms:

REST • API • MVC • Agile • Scrum
MEAN • LAMP

EXPERIENCE

O'INTERFACE

SOFTWARE DEVELOPER - CONTRACT

June 2015 – Present | San Diego, CA

- Developing the front-end of web and mobile web applications using HTML5, CSS3, Javascript and AngularJS for Scripps mHealth and Genomic Conferences.
- Integrate applications with Parse REST API and Javascript SDK.
- Write backend services and logic using Node.js and Express.
- Setup and configure virtual hosts on an Apache server in a Linux environment on a Digital Ocean Platform.
- Lead, mentor and manage 2 contract developers in an agile environment.
- Contributing ideas to application design practices both in the front and back end.
- **Links:** <http://cms.ointerface.com>; <http://stsi.ointerface.com>;
<https://play.google.com/store/apps/details?id=com.ointerface.MedConf>

5000HANDS

FULL STACK SOFTWARE ENGINEER - CONTRACT

July 2015 – November 2015 | San Diego, CA

- Developing subscription plan feature for <http://www.5000hands.org>, using Python, Jinja and webapp2 on Google App Engine platform with WePay REST API.
- Preparing an open source version by removing proprietary elements in addition to refactoring and cleaning source code.

UCSD GLOBAL TEAMS IN ENGINEERING SERVICES

WEB DEVELOPER

April 2015 – June 2015 | La Jolla, CA

- Developed a responsive website for the It's All About the Kids Foundation applying HTML5/CSS3, and Wordpress.
- Developed high fidelity prototypes along the project timeframe additionally applying Bootstrap and jQuery.
- **Link:** <http://www.itsallaboutthekids.org>

PROJECTS

PINGSENSE | FRONT END DEVELOPER | JULY 2015 - PRESENT

- A platform for giving feedback to a lecturer from students.
- Students have the ability to anonymously send a 'Ping' to let the lecturer know that they are not following.
- Developing UI components applying HTML5, CSS3, Javascript and AngularJS.
- The application is powered by a .NET server hosted on Microsoft Azure.
- **Link:** <http://pingsense.azurewebsites.net/>

HUNGRY WALLET | FRONT END DEVELOPER | APRIL 2014 - JUNE 2014

- A budgeting application which process users spending habits in restaurants and give them analysis in form of projections and charts.
- Best 4 out of 19 apps in the entire Software Engineering course.
- Developed layouts of the application using Java and XML.
- The application is powered by Parse, Yelp and Google API.
- **Link:** <https://play.google.com/store/apps/details?id=com.taste.hunfrywallet>