

First Last

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EDUCATION

No Name School

Aug 2021 – May 2024

B.S in Computer Engineering, GPA: 3.55

XXXXXX, CA

Relevant coursework: Software Engineering, Object Oriented Programming, Data Structures and Algorithms, Computer Architecture, Computer Interface, UNIX/Linux systems, Network Fundamentals, Operating Systems, Operating Systems Pragmatics, and Embedded Systems

EXPERIENCE

NSF Undergraduate Research

May 2023 – Aug 2023

Engineering College

Location

- Collaborated with a team member to develop a solution to achieve k -coverage using computational geometry.
- Utilized **Python** and **Matplotlib** to test and simulate our algorithm and optimized the deterministic sensor deployment by **40%** compared to our principal investigator.
- Contributed to test simulations of Software Infrastructure for k-coverage Simulation (SIkS) which uses reinforcement learning to investigate wireless sensor network scenarios.

PROJECTS

TFTdle | *Typescript, React, PostgreSQL, Supabase*

- Engineered a Teamfight Tactics/League of Legends character guessing game inspired by the popular word game Wordle.
- Built the front end using **React** and **Typescript** and incorporated contextual clues and feedback to enhance player engagement.
- Implemented a backend using **Supabase** and **PostgreSQL**, creating a **RESTful API** to efficiently store and retrieve character data.

Portable Urban Filtration System | *Python, Guizero, Raspberry PI*

- Developed an air filtration system using temperature, humidity, VOC, and CO2 sensors and a Raspberry Pi to monitor and calculate indoor air quality.
- Developed a user-friendly GUI interface using guizero to showcase real-time indoor air quality and CO2 values, leading to an increase in user engagement and satisfaction.
- Utilized fans and filters to maintain a proper indoor air quality index, successfully purifying a 120 sq ft bedroom in 10 minutes.

Linktree Clone | *Typescript, Next, Supabase, PostgreSQL, Tailwind CSS*

- Developed a full-stack web application with **Next**, **Supabase**, and **PostgreSQL** that enabled users to create personal landing pages for sharing and styling multiple links.
- Implemented CRUD functionality via Supabase, for user authentication and real-time database interactions.

Discord Chatbot | *JavaScript, Node.js, SQLite, MongoDB*

- Learned about **REST**, **Node.js**, and databases to create interactive content for users in 5 Discord servers with **100+ members**.
- Developed a game of tic-tac-toe with **SQLite**-based player score tracking and implemented an economy system using **MongoDB**, allowing users to earn currency through playing and gambling in blackjack and tic-tac-toe.
- Leveraged Discord **API** and **Passport** to implement secure authentication mechanisms, granting users full control to authorize the bot with necessary permissions.

Valtrack Chrome Extension | *Javascript, HTML/CSS*

- Developed a Chrome extension utilizing the Valorant **API** to provide users with a streamlined method for retrieving and displaying competitive ranks of players.
- Prioritized user experience by creating a user-friendly interface for accessing player rank information.

EXTRACURRICULARS

Data Structures and Algorithms Club

Dec 2022 - Feb 2024

My school

Location, CA

- Collaborated with club officers to organize weekly meetings to solve coding challenges.

TECHNICAL SKILLS

Languages/Frameworks: Python, Javascript/Typescript, C, C++, HTML/CSS

Technology: Next.js, Node.js, React, PostgreSQL, SQLite, Tailwind CSS

Developer Tools: VSCode, Jira, Git, Github, Bitbucket, PyCharm, PSpice, Multisim