

Jimmy Dang

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Education

University of California San Diego

Expected Jun. 2021

- Bachelor of Science in Computer Science, GPA: 3.81
- Relevant Coursework: Operating Systems, Programming Languages, Computer Security, Software Engineering, Theory of Computation, Web Client Languages, AI/ML, Data Structures and Algorithms

Skills

Java, JavaScript, TypeScript, React, HTML, CSS, C, ARM Assembly, Redux, python, Android Studio, Unity, C#, vi/vim

Work Experience

Google

Jun. 2020-Present

Software Engineering Intern

- Develop a webapp that creates parsers for aggregated security logs using Typescript React, Bazel, and Jasmine
- Projected to save customers' resources by reducing training time and streamlining implementation process

UCSD CSE Department - CSE 8B, 11, 12, 30

Sep. 2018-Present

Computer Science Tutor → Head Computer Science Tutor

- Design homework assignments and exam questions and lead discussion sections for classes of 300-700 students
- Assist in overseeing the teaching staff (~45 tutors) and work closely with Professor Cao to improve class quality

Triton Engineering Student Council

Sep. 2018-Jun 2020

Hackathons and Tech Team → SD Hacks 2019 Director

- Directed SD Hacks 2019 (900+ attendees), coordinated with 15+ vendors/companies, and raised \$80k+ in funding
- Worked on the internal event check-in system and implemented event pages in JavaScript and React

Northrop Grumman

Jun. 2019-Sep. 2019

Software Engineer Intern

- Ported outdated Java applets to a user-friendly web-based interface using JavaScript React and Redux
- Implemented and tested backend to frontend communication using Java, Maven, and ActiveMQ

Boy Scouts of America - Eagle Scout

Sep. 2011-Jul 2018

Assistant Advisor

- Conducted workshops for elementary & middle school scouts during weekly troop meetings
- Led younger scouts in improving fundamental scout skills as an assistant advisor

Projects

Flap.js

Apr. 2019-Dec. 2019

- Maintained a web-app that helps users construct formal languages and automata with analysis and error detection
- Developed using JavaScript and React with algorithms under the guidance of Professor Mia Minnes

YouSeeSD

Apr. 2019-Jun. 2019

- Programmed an Android app that generates tours of the most popular places on campus with adjustable themes
- Practiced Agile in a team of 10 and ensured MVC and layering principles were applied properly in Java

Auxilium

Mar. 2019

- Built a messaging platform for the homeless community in LA to connect them to the resources they would need
- Won Facebook Best Community Building Hack at LA Hacks 2019; used Javascript, Python, Flask, GCP & Twilio APIs

Photosign

Feb. 2019

- Implemented a responsive web-app that allows photographers to easily connect with clients and share work
- Utilized Javascript and Express.js as well as the Google Cloud Platform, HelloSign, and TalkJS APIs

Excel Finance Parser

Jul. 2018

- Engineered a GUI that parses existing Excel data with financial info and rewrites it in a new Excel file
- Written and compiled using Java, Eclipse, and Apache POI libraries to read and write Excel files

FreeEstate

Mar. 2018-Apr. 2018

- Designed a VR escape room for the Oculus Rift using Unity as the game engine and C# as the scripting language
- Top 5 overall submission and OpenDoor challenge winner at LA Hacks 2018 in a team of five