

Angelina Jillian Lim

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SUMMARY

Passionate and committed student pursuing a career in Computer Science to utilize technology as a creative outlet to provide impactful solutions to real world problems.

Obligated and driven to amplify and empower historically underrepresented minorities and communities through socio-tech innovations and experiences. Holding high standards for deliverables, efficiency and productivity through effective communication and personal accountability. Deep empathy for driving projects forward through executing product ideation to define specific features utilizing cross functional collaboration. Acknowledge the importance of centering relationship building and development to sustain strong team cohesiveness and collaboration. Thrive and relish in high-pressure environments with a poised and down to earth mindset.

EDUCATION

University of California, Davis Expected Graduation June 2024
BS in Computer Science GPA: 3.93
Minor in Technology Management & Global Studies, University Honors Program, Dean's List, UCEAP Intern: Scotland

TECHNICAL SKILLS & COURSEWORK

- **Development Tools:** React.js, Node.js, Next.js, Chart.js, Express.js, Tailwind CSS, Github, Visual Studio Code, CLion, Repl.it, Atom, Bootstrap, Redis, Postgres, Figma, Jira, Asana, Dbeaver, Microsoft Office, Adobe Premiere Pro
- **Programming Languages:** Javascript, HTML, CSS, C, C++, Python, x86 & RISC-V Assembly Language, Verilog
- **University-Level Coursework:** Algorithm Design & Analysis, Data Structures, Machine Dependent Programming, Object Oriented Programming, Computer Architecture, Operating Systems, Natural Language Processing

EMPLOYMENT

SureStart New York City, New York
App Development Mentor for MIT Futuremakers | MIT App Inventor, Microbit IoT, AI | June 2023 – August 2023

- Mentored 10 middle school students in AI and IoT coding projects, and guiding them in creating community-oriented projects using MIT App Inventor for the MIT Futuremakers Create-a-thon
- Provided prompt and comprehensive support by addressing questions and comments, assisting with code debugging and clarifying complex programming concepts
- Advocated equitable access to technology education by providing free classes for students nationwide

Pitchbooking Edinburgh, Scotland
Software Engineer Intern | React.js, Chart.js, Node.js, HTML & CSS, UI/UX, Project Management | January 2023 – May 2023

- Collaborated with a team to create an events analytics page using Chart.js, enhancing data analysis capabilities
- Contributed to improving analytics designs through storyboarding and incorporating feedback from mentors
- Demonstrated problem-solving skills by identifying and debugging issues to optimize various user experiences

Kaimo, LLC San Francisco, CA
Software Development Intern | Next.js, React.js, Tailwind CSS | June 2022 – September 2022

- Deployed Next.js app with Vercel, utilizing React.js and integrating Axios for API interactions
- Enhanced UI/UX by formulating multiple job views and utilizing Tailwind CSS with a storyboard-driven approach

Juni Learning San Francisco, CA
Computer Science Instructor | Python, Javascript | June 2021 – December 2022

- Provided instruction to students through independent one on one coding classes in a virtual setting
- Created lesson plans to fit each student and acclimated to adjustments as presented in class
- Cultivated an environment for youth to become comfortable with coding through expert mentorship

Mission Bit San Francisco, CA
Javascript Computer Science Lead Instructor | Javascript, HTML & CSS, Repl.it | June 2022 – July 2022

- Instructed high school students with presentation slides and coding projects using Repl.it
- Addressed questions and comments from students including debugging code and clarifying concepts
- Advocated bridging the technology divide providing free classes for students

PROJECTS

Pitchbooking Event Analytics Page | *React.js, Node.js, Chart.js, HTML, CSS, Figma, Asana, Github, Dbeaver*

Pitchbooking Software Engineering Company

- Developed Events Analytics Page getting data using API calls and displaying charts with Chart.js
- Produced various user interface designs of the page using Figma
- Took feedback from mentors and immersed in a cultural experience of working in another country

Kaimo Demo Website | *React.js, Next.js, Tailwind CSS/UI, Axios*

Kaimo Software Development Company

- Deployed app using Next.js with Vercel with use of React.js
- Incorporated Axios for the use of API to handle get/post requests
- Formulated multiple jobviews to improve UI/UX using Tailwind CSS
- Outlined storyboarding processes and made adjustments as instructed

Bash Shell | *C, Github*

ECS150 - Operating Systems - University of California, Davis

- Devised algorithm to parse through user arguments entered in command line using Structures and Doubly Linked Lists
- Execute various system calls and builtin functions with an emphasis on processes, files, and piping

User Level Thread Library | *C, Github*

ECS150 - Operating Systems - University of California, Davis

- Implemented queue container and synchronization primitive of semaphores as specified by given API
- Designed algorithm to run multiple threads within a single process
- Devised various unit tests to maximize test coverage of program

Tik Tok Algorithm | *Node.js, SQLite, HTML, CSS*

ECS162 - Web Development - University of California, Davis

- Produced user interactive website for them to upload selected videos
- Allowed 300+ people to vote their favorite among a list of 8 videos
- Implemented PageRank algorithm for finding best video
- Utilized SQLite to store user data and votes
- Employed Node.js and Express.js API as the backend of the server to request data with JSON objects

Wherever We Go | *HTML, CSS, Javascript, Figma*

HackDavis 2022 Hackathon - University of California, Davis

- Spearheaded the creation of an online forum for students with disabilities, fostering a platform for advocating change
- Collaborated closely with UI/UX designers, utilizing Figma to craft a user-friendly and accessible interface
- Translated the design into a fully functional platform using HTML, CSS & Javascript, working with a peer programmer

Battleship | *C++, Github*

ECS36B - Object Oriented Programming - University of California, Davis

- Programmed a terminal-based battleship game with the use of AI opponents using C++
- Implemented player, board, AI and game states through the use of classes, inheritance and polymorphism

Jackdash! | *Javascript, Phaser, HTML, CSS, Github*

Mission Bit Game Design Program - Winner of Demo Day Prize Best in Show

- Pioneered a website game using the Phaser JS, HTML and CSS from beginning to end
- Devised detailed plan of game schematics and layout through teamwork and communication
- Navigated tight deadlines to complete a full project in a bi-weekly semester long program

LEADERSHIP & ACTIVITIES

TedxUCDavis Club

Administrative Director 2023-2024, Curator 2021-2023, Staff of Events Team 2020-2021

Davis, CA

Sep 2020 - Present

- Directed 5 teams, ensuring the execution of an annual event with effective organization, communication and teamwork
- Leveraged event management skills to run an engaging platform for inspiring ideas and fostering a sense of community

Additional Activities: UC Davis Tennis Club, UC Davis Computer Science Club, UC Davis Best Buddies, UC Davis Women in Computer Science Club, Experienced Photographer and Videographer, Elementary Spanish, Avid Paint by Numbers Artist