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# Julian Michael Rice

Aspiring Software Engineer || UCLA 2020

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## SKILLS

BEST SKILLS	C, C++, C#, Python, Git, UNIX, HTML, CSS, Javascript, Haskell, SQL, Swift
LANGUAGES	English, Japanese (N2), Mandarin
SOFT SKILLS	Leadership, Recruitment, Motivator
HOBBIES	Gaming, Violin, Tutoring, Basketball

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## SUMMARY

I am a knowledge lover aspiring to be a software engineer! I specialize in C++, Python, and game programming, and am an organized team motivator that enjoys working and learning from others! Check out my website to learn more!

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## WORK EXPERIENCE

**Logos News** – iOS Software Engineer Intern

Los Angeles, CA || APR 2019 – PRESENT

Website: <https://logosnews.tech/>

- ❖ Optimizing the app by modifying Swift code; generated 90%+ faster load time increases for user endorsements. Cleaned hundreds of lines of code.
- ❖ Implementing new features into the base app using Swift and connecting the front-end to Firebase; following designs issued by UI team.
- ❖ Working with lead engineer, two other iOS interns, and full stack engineers to improve and implement features into the Logos app through GitLab.

**SuperCoding** – Partner, Programming Instructor

Palos Verdes, CA || SEP 2017 – PRESENT

Website: <https://www.supercoding.io>

- ❖ Part of a startup with two other entrepreneurs, assisting with website & curricula development, marketing. Responsible for updating the website.
- ❖ Created and currently instructing OOP courses in Python using both command line and the Turtle, Tkinter, PyGame, OpenCV, and Numpy modules.

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## EDUCATION

University of California, Los Angeles

Expected Graduation: APR 2020 || GPA: 3.40

- ❖ Majors: Linguistics & Computer Science, Japanese
- ❖ Minor: Entrepreneurship

Relevant Ling & CS Coursework

C++ Programming	Computer Microsystems
Python Programming	Algorithms & Complexity
Data Structures	OS Principles
Software Construction Lab	Computational Linguistics
Syntax I and II	Semantics I and II

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## MAIN PROJECTS

**Shujinkou** – Japanese Language Learning 2D JRPG

SEP 2018 - PRESENT (C#, Game Design, Unity, HTML, CSS, etc.)

Website: <https://www.projectsik.co/>

- ❖ **Founder:** Developing action platformer JRPG that also facilitates Japanese language learning with a team of artists, composers, and programmers.
- ❖ **Lead Programmer:** Implemented Mario-style world map, hovering ammo switching mechanic, transitions, dialogue, enemy AI, movement etc.
- ❖ **Product Validation:** #1 post on Nintendo Switch subreddit (1.1m users), 10,000 unique visits to site in one day, 1800 subscribers on mailing list, articles written in 5 languages (EN, ZH, JP, ES, IT).

**Gymder** – iOS App Development (Full Stack)

FEB 2019 - PRESENT (Xcode, Swift, Parse Server)

- ❖ Developing an iOS app using Swift and Xcode with another programmer from Tokyo University.
- ❖ Gymder connects people who want to work out with a buddy through a swiping mechanic with filtering based on the user's goals.

**Rotor-Router Model** – C++ Simulation & Paper

JUN 2018 - AUG 2018 (Xcode, C++, Viewable on Github)

- ❖ Developed a simulator that calculates the average stabilization time and various traversal data of a graph traversed by a memoryless mobile agent.
- ❖ Wrote 27 page research paper on the robustness of single, multi agent graph traversal efficiency, including analysis of simulation results and upper bound times for two variations of the algorithm.