

Avery Biskup

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EDUCATION

University of California, Los Angeles (UCLA) | 09/2020 - 03/2023 (Expected Graduation)

Degree: Bachelor of Science in Computer Science

City College of San Francisco | 01/2018 - 06/2020

Honors: Dean's List

SKILLS

Languages: JavaScript/TypeScript | Python | C/C++ | SQL | CSS | HTML

Frameworks: React.js | Vue.js | Next.js | Flask | Node.js | Express.js

Tools: FireBase | MongoDB | UNIX | Git | Heroku | Amazon Web Services | Ag-Grid | Material UI | Tailwind.css | Jira

EXPERIENCE

PDG Consulting, Los Angeles, CA | Software Engineer Intern | 06/2022 - 08/2022

- Built an enterprise-level business-to-business customer portal for a steel company to be used by 1000s of customers.
- Established pdf-generation tools empowering customers to download 4 relevant PDFs regarding orders and sales history.
- Constructed performant **SQL** stored procedures enabling 1000s of users to search through 7,000+ parts, gaining stock and price details.
- Implemented frontend design using **TypeScript, React, Tailwind.css, Material UI, Ag-Grid**.
- Decreased server load 30% by minimizing **REST API** fetches through restructuring **React** component hierarchy.

BruinShack, Los Angeles, CA | Software Engineer | 06/2021 - 06/2022

- Led a team of 7 developers in developing new features, and improving website SEO for a small, UCLA-based housing startup with a peak of 500 unique users/week.
- Achieved 10-20 features, and bug fixes each 2-week sprint by applying agile-scrum methodology.
- Architected front end and back end utilizing **Vue, Express, MongoDB** database, and **AWS S3**.
- Supervised team in transitioning 90% of codebase from **Vue.js** to **Next.js**, improving SEO by 60%.

PROJECTS

J.A.Y., UCLA, CA | 12/2021

- Spearheaded team of 3 to design and create a 3D pathfinding visualization software using 3D **JavaScript** library **Tiny.js**, and **openGL**.
- Implemented a recursive **back-tracking algorithm** to dynamically produce millions of unique solvable mazes with variable size grids in a 3D environment with no latency for users.
- Coded mouse-position detection algorithm with 0% added latency, allowing users to modify current maze by placing or deleting edges and moving player.

CourseMe, UCLA, CA | 03/2021

- Led a team of 5 UCLA students in building a full-stack web application for students to leave reviews on 100s of online-technology courses.
- Deployed single-page application to **Heroku** utilizing **React, JavaScript, and CSS**.
- Architected user review system with an **Express.js** backend **REST API** connected with a **FireBase** database to store user details.

TreeHacks, Stanford University, CA | 02/2019

- Supervised a team of 4 in creating an SMS-based mood-tracking software in only 48 hours, working on a mental health vertical.
- Deployed codebase with **Python, FireBase, Twilio**, and **IBM Watson AI** for sentiment analysis and **natural language processing**.
- Coded SMS bot to respond to text messages allowing customers to sign up within 2 minutes, and begin tracking moods.