

RAY SAKANOUÉ

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EDUCATION

University of California - San Diego

Sept. 2018 - June 2022

B.S. Computer Engineering 2022

Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Systems Programming, Software Engineering, Advanced Software Engineering

SKILLS

PROGRAMMING LANGUAGES: JavaScript, HTML, CSS, Java, Python, Golang, TypeScript, C, C++, C#, Bash

FRAMEWORKS/TOOLS: React, Next.js, Node.js, AWS, ZEIT Now, Git, Android Studio, Docker, Kubernetes, Unity

EXPERIENCE

Override, Software Developer

Feb. 2019 - Current

- **Tech Stack:** TypeScript, Next.js, ZEIT Now, React, Node.js, HTML, SCSS, Unity
- Actively providing technical support and projects to support large-scale collaborations between more than 30 artists and creators.
- Designing a full-stack system implementing the atomic design methodology for an official website of a global non-profit creator/artist organization.
- Implemented a live streaming system in Unity that allows concert-like live streams using 3D models, reaching up to 40K views in a single 3D live stream.

myDevices, Software Engineering Intern

June 2019 - Mar. 2020

- **Tech Stack:** JavaScript, Docker, Golang, HTML, CSS, Websockets, Graphana
- Optimized and implemented Service Workers to the company's web application as a *Progressive Web Application* to service 36 companies across 5 industries.
- Developed new web pages and mobile versions of web pages with certain functionalities required by Google Lighthouse.
- Delivered a site reliability microservice to report the company's API health and uptime.

UCSD CSE Department, Student Research Assistant - Frontend Developer

Mar. 2020 - Oct. 2020

- **Tech Stack:** React, TypeScript HTML, SCSS, SPARQL
- Worked with PhD students to build a demo that shows the functionality of the Brick Schema, a schema they developed for sensors in buildings.
- Built a dashboard to retrieve and display information of sensors registered in buildings.
- Implemented a feature to allow users to add/remove graph components that display Timeseries data plots obtained from a database.

Optum, Technology Development Intern

June 2021 - Aug. 2021

- **Tech Stack:** Python, Flask, Docker, Kubernetes, Helm, Jenkins
- Developed the backend of the Self Service Portal, a website used to request access and/or installation permissions for employees which cuts the pending time up to 2 weeks for each request.
- Migrated an internal framework from Openshift 3 (which is expected to end support in June 2022) to a self-hosted cloud platform.
- Migrated the above framework's CI/CD from Drone to Jenkins.

PROJECTS

UCSD Schedule Planner Website (sdschedule.com)

Oct. 2018 - June 2019

Frontend Developer

- **Tech Stack:** JavaScript, React, Google Calendar API
- Developed frontend components in collaboration with the designer of the team.
- Implemented a core feature to save generated schedules to the user's Google Calendar through Google's Calendar API.

Velocity Raptor

Mar. 2020 - June 2020

Project Manager

- **Tech Stack:** JavaScript, HTML, CSS, Github API
- Managed the project in an Agile style utilizing Github Projects with formatted Issues.
- Organized meetings and allocated tasks for each team member.
- Diagnosed blocking points for team members by conducting regular check-ins.