

BETHANY BIN

Links

<https://www.linkedin.com/in/bethanybin/> <https://www.bethanybin.com>
<https://www.github.com/bethanybin>

MOBILE

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University of California,
San Diego

Relevant Coursework

EDUCATION

- B.S. Mathematics - Computer Science
- Expected Graduation Date: June 2020
- Major GPA: 3.67
- Provost Honors

- Advanced Data Structures (CSE 100)
- Software Engineering (CSE 110)
- Design and Analysis Algorithms (CSE 101)

Mobile/Web Developer
July 2018 - Present

Codepath iOS Bootcamp
January 2018 - May 2018

Website Manager/
Mobile Developer
June 2017 - Present

Supplemental Instruction
Leader/Tutor
August 2017 - June 2018

Employed by UC San Diego Information Technology Services to work on a team to implement features onto the official UCSD mobile application. We use React Native and Redux.

Participating in an iOS Bootcamp with weekly projects such as recreating Twitter and Instagram in Xcode's development environment.

In charge of mostly front end (HTML/CSS) work for the website development of dadebo.com and work to find bugs and other problems using local server. Help develop and test native iOS and Android applications for the website.

Employed by UC San Diego through an education enrichment program, Teaching and Learning Commons to lead group discussions and write lesson plans for tutorial sessions of math and computer science classes (multivariable calculus, vector calculus, and linear algebra) and (Intro to Java).

PROJECTS

Poke Bar Order (Swift)
May 2017 - Current

ShopMeet (Swift)
April 2018 - Current

Cube Solver (Java/Javascript)
November 2017 - May 2018

Tipper Helper (Swift)
December 2017

SpellChecker (Java/C++)
November 2017

Mubr (React Native)
April 2017 - June 2017

An iPhone application that integrates Apple Pay to take orders from users for a restaurant. Uses Firebase as the backend to store data and authentication.

Currently working with a team to develop an app that connects shoppers together at a store. This app uses Firebase as the backend. We are also using Yelp's API to find stores. Uses camera to scan receipts and implements a to-do list with a collection view

A program that can solve a Rubik's cube based on user-inputted colors on each side. Currently working on a web app version.

Programmed an iPhone application that can calculate tip. User can set the default tip percentages, and there is a split check option depending on amount of people.

Programmed a spell checker that went through a dictionary using a hashtable. Algorithms include checking for wrong letter, inserted letter, deleted letter, transpose letter, and a forgotten space.

Worked with a small team to develop a mobile app that is a platform for connect college students and people with trucks to assist in moving in React Native

LANGUAGES

ENGLISH
Native or Bilingual Proficiency
CANTONESE
Native or Bilingual Proficiency
MANDARIN
Limited Working Proficiency

PROFESSIONAL SKILLS

JAVA	● ● ● ● ●	JAVASCRIPT	● ● ● ●
MATLAB	● ● ● ●	SWIFT	● ● ● ● ●
HTML/CSS	● ● ● ●	BASH	● ● ● ●
C/C++	● ● ●	ADOBE SUITE	● ● ● ●