

RILEY CHAMPION

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Education

University of California, Irvine

Expected June 2022

Major: Computer Science B.S. 3.6

► **Activities:** Marketing/Co-Tech Director for Hack at UCI, Member of Animation Anteaters, Member of Running Club at UCI, Member of Video Game Development Club

Technical Skills

► **Programming Languages/Tools:** Python, C, C++, Javascript, HTML, CSS, ReactJS, MongoDB, Docker, Git, Bash, Figma, Bootstrap, Google's Material UI, Node.js, Google Test, Adobe Creative Suite, VMWare, Unity, Flask

Projects

Kumi (Frontend Developer) | <https://tinyurl.com/y45n53kk> July 2020 - September 2020

- Worked alongside a **team of 14 members** comprised of student developers, designers and product managers to create a free or low-cost alternative to learning management systems for low-income schools
- Used **ReactJS** and **Google's Material Design** to create an interactive and visually appealing front end
- Developed the **login view and teacher's dashboard**, following the mock-ups provided by our design team, as well as setting up communication with the **Flask backend API using Axios**

Multi-threaded Chat Room Server

June 2020

- Collaborated with a partner to create a **multi-threaded server using C** that allows users to create chat rooms and private messages to communicate with one another
- **Planned and applied shared producer-consumer queue, mutual linked-list of users and chat rooms, as well as, semaphores and mutexes** to pass information to and from numerous users and chat rooms
- Organized 5 helper functions to distinguish client commands that would be translated to set server protocols and executed via **job threads**

Text-Editor

March 2020

- Developed a notepad-like text editor with **C++** that mapped keybindings to interact with text
- Validated command functionality through **test-driven development with Google Test**
- Manipulated the stack to keep previous and current states of the text-editor to easily redo/undo

Experience

Marketing/Co-Tech Director | Hack at UCI

March 2020 - Present

- Managing the development and launch of the 2020-2021 Organizer Recruitment, ZotHacks 2020 and HackUCI 2021 websites **alongside a team of 4 developers and 3 graphic designers**
- Planning and organizing all of the marketing plans for HackUCI, Orange County's largest collegiate hackathon (**500+ attendees**) and ZotHacks, a beginner-friendly hackathon for first and second year students
- Hold **biweekly meetings with 13 marketing members** to plan our marketing timeline and ways to increase our social media presence to college students within and beyond UCI

Systems Aid (Summer 2019) | Lowell Joint School District

July 2019 - September 2019

- Worked at the Lowell Joint School District as a part of the technology department where we **assist teachers and students at various schools** with any issues they had with their technology
- **Repaired and troubleshoot** over 300+ laptops and desktops
- Installed various educational resources on school iPads to make learning more accessible

Interests

► Graphic Design, Web/Mobile Development, Video Games, Long Distance Running, Computer Building/Repair, Photography, Esports, Hackathons