

Ryan Mohta

Full-Stack Developer and Designer
mohtar@uci.edu • (408) 219-7886 • GitHub/LinkedIn: @ryanmohta

Education

University of California, Irvine **September 2019 - June 2023**
B.S., Computer Science • B.S., Software Engineering • Minor, Informatics • 3.5 GPA
Relevant Coursework: User Interaction Software, Data Structures and Algorithms, Computer Organization/System Design, Operating Systems, Machine Learning and Data Mining, Databases in SQL

Experience

UCI Office of Information Technology (OIT) • Front-End Development Intern **May 2021 - Present**

- Designed and implemented a notification banner for the UCI login page that was displayed to every student and faculty member at UCI (roughly 30,000 people).
- Contributing to the development of a Ruby on Rails app to allow retired faculty to permanently retain access to their UCInetID and faculty email account.

UC Irvine ICS Student Council • Internal Vice President **May 2021 - Present**

- Working closely with all the committees of ICS Student Council and bridging communication between each committee and the ICS Student Council board.
- Leading the planning of council-wide events to bring members from different committees together, including a series of inter-committee competitions and spotlight opportunities for members to express themselves.

UC Irvine Informatics Department • Undergraduate Research Assistant **May 2020 - June 2021**

- Queried several APIs such as HealthKit and Nutritionix to obtain personal health and nutrition data, then presented the data in interactive charts using the Chart.js library.
- Used the Angular framework to compartmentalize layouts into components and pass data and events between these components, all within an Ionic health/fitness app.

Projects

PeterPortal • All-In-One Course Scheduling and Planning website (Project Lead) **March 2020 - Present**

- Using the React framework and TypeScript to create sections of the front-end for an all-in-one course planning and scheduling website.
- Working alongside the ICS Student Council Projects Committee development team.

Tapestry • Code Visualization for Python website (Lead Developer) **February 2020 - August 2020**

- Designed the front-end of an online code visualization tool that creates easy-to-understand diagrams based on inputted Python code.
- Best Entrepreneurial Hack at HackUCI 2020 (\$1,000 grant and \$5,000 AWS credit).

Messenger Black • Scheduled Dark Mode for Facebook Messenger (Sole Developer) **June 2018 - September 2019**

- Published a macOS app and Chrome/Safari extension that allows users to toggle between manual or automatic (based on system settings) Dark Mode on the Facebook Messenger website. Downloaded 70,000 times since September 2019.

Skills

- **Languages:** JavaScript, Python, Swift, HTML, CSS/SCSS, C++, C, Ruby, Java
- **Tools/Frameworks:** React, Node, Express, Heroku, OAuth 2, Docker, Webpack, Firebase, Vue, Angular, Ionic, Rails
- **Design:** Component-based UI/UX layout design, vector graphics/illustration, Figma