

# April Ding

**Email:** apr.ding@gmail.com | **LinkedIn:** linkedin.com/in/april-h-ding/ | **Website:** aprilding.com | **Github:** github.com/april-ding

## EDUCATION

**Laicode Software Development Bootcamp** Feb 2021 – Aug 2021  
Coursework: Algorithm & Data Structures, Full Stack Development, Object-Oriented Programming, Database

**University of California, Los Angeles** Sep 2016 – Jun 2020  
BA, Design Media Arts GPA: 3.8  
Related Coursework: Web Development, UI/UX, Game Development, Creative Programming

## SKILLS

- **Front End:** Javascript (ES6), HTML5, CSS3, React, Node.js, SASS, Three.js, Ant Design
- **Back End:** Java (SE 8), Version Control (Git), Spring, Hibernate, MySQL
- **Design:** Figma, Adobe XD, UI/UX Prototyping, Photoshop, InDesign, Cinema 4D, Unity3D

## PROJECTS

**Full Stack Developer**, Online Food Ordering App Aug 2021 – Present

*Tools:* Java / React / Spring Framework / Hibernate / HTML / CSS / Ant Design

- Implemented Rest API via Spring MVC to support user registration, menu searching, ordering, and checkout
- Built styled UI components using React and Ant Design to enable users add items to the cart and place orders
- Initialized a relational database system and use Hibernate to access and operate the data storage

**Full Stack Developer**, Twitch Video Recommendation Web App | [LINK](#) Jun 2021 – Aug 2021

*Tools:* Java / React / MySQL / HTML / CSS / Ant Design

- Designed and built a web application for users to get custom recommendations from video streaming platform Twitch based on their search history and favorite records
- Constructed 5+ reusable React components and used Ant Design library to build a user friendly experience
- Implemented REST APIs using servlets to handle 8 types of client requests and responses (ig. login/logout user authentication, search for games), and ingested JSON data models to be used in backend logic
- Leveraged MySQL to store game data retrieved from Twitch API, enabled users to add games to their favorites list

**UX Designer**, "Happy Indoors" Web Experience | [LINK](#) Aug 2020 – Sept 2020

*Tools:* Figma / HTML / CSS / Javascript / paper.js / p5.js

- Ideated a web app aimed to spread positivity during Covid by sharing what people are happy about during quarantine
- Collected 110+ responses on Instagram, analyzed the data pattern, and drew illustrations based on popular submissions
- Developed the front-end UI with HTML/CSS and mocked an audio-triggered animation system using p5.js and paper.js

**Game Developer & Designer**, Senior Capstone Project at UCLA | [LINK](#) Jan 2020 – Jun 2020

*Tools:* Unity3D / C# / Cinema 4D / Photoshop

- Designed and built a platform-adventure game that allows the player to navigate around in the game world
- Enabled players to control the character by keyboard keys through implementing Unity physics engine and C# scripts
- Created dynamic graphics by incorporating animation triggering system, 3D cloth simulations, and camera zooming

## WORK EXPERIENCE

**UX Design Intern**, B-Reel (International Creative Agency) Los Angeles | Feb 2020 – Mar 2020

- Prototyped a Google voice assistant game ("Gnome Garden") by drafting dialogues and designing user interactions
- Illustrated a set of 24 location filters for Google Earth's virtual photo booth to be used in Google I/O 2020 Conference
- Pitched ideas for Slack-based messaging games to encourage communication across multiple offices

**UI Design Intern**, Vertebrae (Augmented Reality E-Commerce Startup) Los Angeles | Jun 2019 – Aug 2019

- Redesigned the company website by providing 25+ pages of responsive prototype in Adobe XD
- Collaborated with frontend developers to implement new site layouts in Wordpress to improve presentations of the company's mission, services and production pipelines, increased site view by roughly 44%
- Performed 10+ usability testing for AR service UI buttons, and built a strategic design based on 400+ user inputs and accessibility research