University Address
University of California Irvine
Irvine, CA 92697

Hannah Fragante
hannah07fragante@gmail.com
(909)-714-5917

Home Address
7040 Alderwood Dr.
Fontana, CA 92336

Education

University of California Irvine (UCI)   **September 2016 - Present**
- 4th Year Software Engineering Major; Minor in Informatics | Overall GPA: 3.69   Irvine, CA
- Latest Courses: Computer Game Development, User Interaction Software, Design & Analysis of Algorithms

Technical Projects

Personal Website Portfolio (2019)
- Designed and Implemented a personal website portfolio [https://prohannah07.github.io/]. (Bootstrap, HTML, JS, CSS).

Spotify Browser in Angular (2019)
- Implemented a working localhost website that leverages the use of AJAX and the Spotify API. (Angular, HTML, CSS, TS)

Sleep Tracker Mobile App (2019)
- Implemented a working localhost sleep tracker app using Ionic. (Ionic, HTML, SCSS, TS)

BestHatsUC (2019)
- Implemented a made-up ecommerce website for a class using AJAX and RESTful APIs. (HTML, CSS, JS, PHP, Java)

ZotZen Website (Hackathon UCI 2019)
- Developed a website to help people relieve stress. (HTML, CSS, JS, Python, Flask)

Piazza Website Redesign (2019)
- Extensively redesigned the Piazza desktop website with a team of 5 using current HCI techniques. (Figma)

Twitter Bot (2018)
- Implemented a simple working Twitter bot through a twitter API and was deployed using Heroku. (Node.js)

Othello (2017)
- A 2-player strategy board game where the winner is determined by having majority of their disks present on the board.
- Designed and implemented a working Othello game with a GUI. (Python)

Hunter-Prey Simulation Game (2017)
- Designed and implemented a working Hunter-Prey simulation game with a GUI. (Python)

MapQuest Bot (2017)
- Implemented a working simple GPS bot using an API from MapQuest. (Python)

Skills/Interests

- **Languages:** English, Tagalog (Filipino)
- **Programming Languages:** Python, C++, Java, MySQL, JSON, HTML, CSS/SCSS, JavaScript/TypeScript, PHP, JSP
- **Software:** Command Line, Figma, Microsoft Office, Microsoft Excel, Photoshop, Lightroom, Adobe XD
- **Frameworks:** Bootstrap, Angular, Ionic Mobile
- **Interests:** Listening to music, playing video games, trying different kinds of food

Leadership

Dreams for Schools (AppJam+)   **September 2019 – December 2019**
AppJam+ Program Mentor   Santa Ana, CA
- Empowered and guided a group of 5 middle school students into making a game app using Thunkable in 10 weeks.
- Advertised STEM and its applications to students to encourage them to look into STEM jobs as future career.

Work Experience

UCI Paul Merage Starbucks   **October 2017 – March 2019**
Barista   Irvine, CA
- Received food-handling/ cashier training, and experienced assembly line teamwork.
- Worked in fast-paced environment, serving and making 50+ drinks per day.
- Communicated product details and provided exceptional customer service to 100+ people per day as a cashier.