

Ryan Sayaboc

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EDUCATION

University of California, Irvine
B.S. Computer Science, GPA 3.9 / 4.0

June 2025

PROJECTS

Shrink Link: *Python / HTML / CSS / Javascript*

August 2023

- Developed a URL shortener web application utilizing **React.js** framework coupled with **Python Flask** and **Google Firebase**.
- **Full stack** project that was aimed to provide users with a convenient way to shorten long URLs and track click statistics.

Expense Tracker: *HTML / CSS / Javascript*

April 2023

- Designed and developed an intuitive web-based expense tracker application using **React.js** framework to help users manage and monitor their finances.
- Implemented **authentication** via Google account to ensure privacy and confidentiality.
- Utilized **Google Firebase** database to store and retrieve user expense information.

Multiplayer Tic-Tac-Toe: *Python*

November 2022

- Developed a multiplayer Tic Tac Toe game with a user-friendly graphical user interface (**GUI**) and socket integration, allowing players to engage in real-time gameplay over a local network.
 - Utilized **Tkinter** for GUI, and Python's **socket library** for network communication.
 - Proficient use of **object oriented design** along with socket programming established a **server-client architecture** enabling seamless data exchange.
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EXPERIENCE

Lab Assistant

September 2022-November 2022

University of California, Irvine

- Provided one on one and group tutoring to 300 students enrolled in ICS-31 (introductory programming course).
 - Assisted students in understanding programming concepts, debugging code, and improving problem-solving skills in Python.
 - Collaborated closely with the instructor to align tutoring sessions with course curriculum and provided clear explanations to students of varying skill levels.
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SKILLS

Programming Languages

- Python, C/C++, HTML, CSS, Javascript, Java, Typescript, SQL

Software:

- Git/Github, IntelliJ, Pycharm, IDLE, VSCode, VIM, Google Firebase, Microsoft Office, Linux, Windows, OneNote, Google Drive