

# Jacob Moy

Irvine, CA • jamoy@uci.edu • [linkedin.com/in/moy-jacob](https://www.linkedin.com/in/moy-jacob) • [jacobmoy.com](https://www.jacobmoy.com)  
Driven Full-Stack Developer • Adept Hackathon Competitor

## EDUCATION

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### University of California, Irvine

*Bachelor of Science in Computer Science*

*Irvine, CA*

*September 2022 - June 2026*

- Regents' Scholar (\$20,000)
  - UC Irvine's most distinguished scholarship bestowed to the top 1% of undergraduate students.
- 3.91 GPA in key full-stack courses:
  - Project in Databases and Web Applications (MySQL, Scrum, Kubernetes, AWS)
  - Design and Analysis of Algorithms (Divide and Conquer, Greedy, Graph Algorithms)
  - Principles in System Design (C, Systems, Concurrency, Process and Memory Management)

## EXPERIENCE

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### Lead Web Contributor • ZotMeal

*UC Irvine Information and Computer Science Student Council*

*Irvine, CA*

*2024-Present*

- Spearheading the development of a Next.js web application to track daily dining hall meals and campus events, improving accessibility for students ([GitHub](#)).
- Engineered and implemented 10+ reusable, client-facing components in TypeScript, optimizing performance and user experience.
- Designed and iterated on 6 alternative layouts and 10+ UI components in Figma, enhancing usability and visual consistency.
- Collaborating with a team to refine existing functionality and incorporate student feedback, ensuring a more informative and user-friendly experience.

## SOFTWARE PROJECTS

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### Full-Stack Developer • PhilmPhreaks

*Project in Databases and Web Applications*

*Irvine, CA*

*2024*

- Developed a Netflix clone web application to browse 50,000+ movies and actors, leveraging MySQL and Java Tomcat ([GitHub](#)).
- Optimized MySQL queries with reverse indexing, reducing retrieval time for large datasets by ~200ms.
- Improved application scalability by 40% by deploying Kubernetes across 3+ AWS EC2 instances.
- Led and collaborated with a partner using the Scrum framework, ensuring efficient development workflows and feature delivery.

### Front-End Developer • Property Guessr

*UC Irvine's IrvineHacks*

*Irvine, CA*

*2024*

- Developed a property value guessing web game within 48 hours for UC Irvine's IrvineHacks ([GitHub](#)).
- Designed and implemented 4+ custom React.js components, enhancing user interaction and gameplay.
- Integrated React front-end with Python Flask API endpoints in collaboration with back-end developers.
- Researched AWS alternatives to Flask to optimize API response time and improve developer experience.

### Front-End Developer • StudyZot

*UC Irvine Information and Computer Science Student Council WebJam*

*Irvine, CA*

*2023*

- Developed a geolocation-enabled study spot finder for UC Irvine, built in one week ([GitHub](#)).
- Directed Hackathon team in meeting project deadlines and avoiding scope creep.
- Tested geolocation functionality around 10+ campus hotspots using in-browser Chrome dev tools.
- Wrote 800+ lines of React code for the web-facing front end, resulting in a dynamic, intuitive user interface.

## PROGRAMMING SKILLS

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- C, C#, C++, Python, Java, Javascript, Typescript, React, Next.js, Node.js, HTML, CSS, MySQL, Docker, Git, GitHub, Kubernetes, AWS, Figma, Flask