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Education

Georgia Institute of Technology

Atlanta, GA

B.S. Computer Science, 2023 (Planned minor Biomedical Engineering)

August 2019 - Present

- Selected courses: Data Structures and Algorithms, Linear Algebra with Abstract Vector Spaces, Statistics and Applications

Thomas Jefferson High School for Science and Technology

Alexandria, VA

Main Interests: Computer Science, Neuroscience

September 2016 - June 2019

- Selected coursework: Mobile Application Development, Web Application Development, Artificial Intelligence, AP Computer Science A Plus Data Structures, Neuroscience Research Lab, Neurobiology

Skills

Languages: Java, Python, Golang, JavaScript, Node.js, HTML, CSS, SQL (MySQL and MongoDB), Markdown, Git, Latex, Bash

Software: Postman, Linux OS (Ubuntu and Fedora flavors), Node-RED, Android Studio, Firebase, Visual Studio Code, IntelliJ IDEA, PyCharm, iGRASP, Microsoft Office, Microsoft Windows

Miscellaneous: Great troubleshooting and debugging skills, great at explaining concepts to other people

Projects

FasterIncidentResponse (FaIR)

Greenbelt, MD

Fluency Security Corporation

June 2019 - August 2019

- Developed a MongoDB-Gin-Vue.is-Golang webstack formatted with Bootstrap to make a trouble ticketing system for Fluency Corporation's log management software
- Wrote first copy of developer documentation using Postman, Markdown, and Web Developer tools
- Unit tested Fluency Corporation's product using Golang's default unit testing framework
- Learned fundamental security incident and event management (SIEM) skills, as well as internet structure, HTTP protocols, and unit testing
- Technologies used: Golang (including Gin server), MongoDB, Bootstrap, Vue.js, Node-RED, Visual Studio Code

Website Developer Hope Chinese Schools

Great Falls, VA

August 2018

- Helped form the Django server, contributed a "Student Corner" feature

- Assisted with website development, currently administrate the website
- Technologies used: HTML/CSS/JS, LAMP/WAMP Stack, Node.js

Othello AI Artificial Intelligence

Alexandria, VA

December 2017 - January 2018

- Coded an AI that can intelligently play the classic board game Othello
- Explored algorithms in AI, including BFS/DFS, minimax (and negamax), α - β pruning
- Technologies used: Python