

EDUCATION

California State University, Sacramento | B.S. Degree in Computer Engineering

Fall 2020

- GPA: 3.340

TECHNICAL SKILLS

- **Applications**
 - Microsoft Office, Adobe Dreamweaver, Adobe Photoshop, Microsoft Visio, Cadence PSpice
- **Languages**
 - C, CSS, HTML, Python, Verilog, JavaScript

EXPERIENCE

California Victim Compensation Board (via University Enterprises, Inc.)

July 2019 – April 2021

Student Assistant

- Managed content and functionality as Webmaster for both production and intranet websites
- Administrative duties managing user accounts within in-house applications
- Assisted with the deployment and maintenance of hardware such as desktops, telephones, printers, and fax machines
- Provided helpdesk support to users via telephone, in-person, and Track-It! ticketing system
- Drafted and proofread PDF forms and documentation for accessibility

PROJECTS

Semi-Autonomous Gas Analysis Tool (2020)

- Collaborated with a group to prototype a user-controlled robot that periodically measures its surroundings for hazardous gases
- Wrote code to parse and store sensor data into a CSV file from Arduino to Raspberry Pi
- Programmed a Python server using Flask to transmit near real-time sensor data and camera feed to a web-based GUI via HTTP and WebSocket

CSUS Commuter App (2020)

- Developed a web application to recommend Sacramento State visitors and commuters transportation options based on user priority ranking of time, money, and sustainability
- Oversaw the development of the application by ensuring project deadlines were met and by assisting team members with debugging
- Designed JavaScript algorithm to determine the most suitable method of transportation based on user input of priority and other relevant information

EcoSense (HackDavis 2018)

- Programmed a Raspberry Pi that utilizes color detection and weather data to efficiently maintain a lawn
- Obtains weather data using Weather Underground API and evaluates current conditions to make an adequate decision