

EDUCATION

California State Polytechnic University, Pomona | Pomona, CA

Graduated: May 2025

B.S. - Computer Science

Major GPA: 4.0

Coursework: Computer Architecture, Computer Networks, Object-Oriented Design and Programming, Game Development, Mobile Development, Cloud Computing, Design and Analysis of Algorithms, Software Engineering.

Honors: Dean's List [8x], President's Honors List [4x]

EXPERIENCE

.Net Developer | AAA Auto Club Enterprises

August 18th- Present

.Net Developer Intern | AAA Auto Club Enterprises

June 2025 - August 15th 2025

- Enhanced an internal Angular application used to access mainframe-backed policy data by migrating legacy API calls to MuleSoft-backed services, improving scalability, and maintainability.
 - Led and contributed to multiple initiatives in a VB.NET C# insurance sales application, delivering new features that enabled agents to sell additional endorsements and policy options.
 - Migrated a legacy VB.NET application to ASP.NET MVC, consolidating 6 web pages into 2 web pages and improving usability while making workflows 3× more efficient.
 - Resolved 10 production customer policy issues by diagnosing data inconsistencies and implementing fixes using SQL, ensuring data integrity and minimizing impact of 5,000 customers.
 - Trained and onboarded 3 newly hired engineers on the codebase and development workflows, accelerating ramp-up and strengthening team productivity.
 - Streamlined departmental workflows by applying Agile best practices, cleaning up Jira boards and creating Confluence documentation for knowledge transfer, reducing unnecessary attendance and increasing effective collaboration time by ~20%.
 - Work closely with stakeholders to prioritize and implement feature enhancements across insurance, membership systems, and cross functional teams, accelerating delivery of high-impact features and aligning technical solutions with evolving business needs.
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PROJECTS

Quizslayer (Group) | Unity, C#, AWS (S3, EC2), OpenAI API, React

Jan 2025 - May 2025

- Designed and developed a Unity-based AI quiz game with immersive gameplay and responsive UI.
- Integrated OpenAI API to generate quizzes from user input or uploaded PDFs, supporting both automated and manual quiz creation.
- Engineered API endpoints and front end features, including a real-time leaderboard, friends page, and interactive player cards to enhance engagement.

Proximity Pal (Group) | BroncoHacks 2025 | React, PyTorch, Flask, OpenCv2, YoloE Jan 2023 - May 2024

- Achieved top 8 placement in hackathon with an innovative react project that leveraged YOLOE object detection model for real-time recognition.
 - Integrated YOLOE with OpenCV2, enabling compatibility with any smart device equipped with a camera.
 - Developed multiple versions of the site tailored to varying levels of impairment, providing customized accessibility features for diverse user needs.
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TECHNICAL TOOLS AND SKILLS

Languages: Java, C#, Python, HTML, CSS, JavaScript, Kotlin, LUA, SQL, VB, Angular

Technologies: Git, Unity, Android Studio, MongoDB, NoSQL, AWS (S3, EC2)

Frameworks/Tools: React.js, Node.js, .NET, ASP.NET MVC, Flask, PyTorch, Typescript