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EDUCATION

University of California Santa Cruz

Bachelor of Science - Computer Science

Santa Cruz, CA

Sep 2019 - Dec 2022

- 3.78/4.00 GPA, Dean's award in 6/8 Quarters

EXPERIENCE

Full Stack Software Engineer

Chinese Students and Scholars Association

Dec 2020 - Apr 2021

Remote

- Developed and maintained a robust full-stack application for 500+ users, utilizing JavaFX Scene Builder, Java Spring Boot microservices, and SQLite.
- Improved the application's stability and efficiency to ensure a seamless user experience.
- Collaborated with cross-functional teams to enrich functionality of the application by implementing user information page and grading system.

Teaching Assistant

University of California Santa Cruz - Programming in Python

Jan 2022 - Dec 2022

Santa Cruz, CA

- Provided comprehensive academic support to over 300 students in an advanced Python class.
- Automated testing with Bash Shell and Python pytest, significantly improving grading efficiency and accuracy.
- Boosted student grades by 10% and enhanced their understanding of the curriculum.

PROJECTS

Sports Games Near You - Web Application

Apr 2023 - present

- Built a web application to address the lack of a centralized platform for organizing and coordinating sports pick-up games, simplifying the process for users and improving the overall pick-up game experience.
- Utilized Agile Scrum methodology with React, Firebase, and Google Maps API in a team of five to develop a functional web application.
- Addressed the problem of fragmented pick-up games, resulting in an improved user experience and streamlined process for organizing and participating in pick-up games.

Pintos - Instrumental Operating System Framework

Jan 2022 - Mar 2022

- Engineered an instructional operating system framework to gain practical experience in operating system, including hardware interaction, system resource management, file system access, and user program execution.
- Implemented a multi-threaded operating system framework in C and machine language, focusing on improving system efficiency through multi-thread operation and thread priority donation.
- Enhanced performance and functionality of the Pintos OS framework by enabling multi-threaded operation, thread priority donation, and successful integration with file system and user programs.

Marketplace For Used Item - Web Application

Sept 2021 - Dec 2021

- Developed a user-friendly online marketplace platform to facilitate buying, selling, and trading of used items, connecting buyers and sellers for efficient item exchange.
- Designed a full-stack solution using JavaScript, React, Node.js, and PostgreSQL, incorporating comprehensive unit and integration testing to ensure robustness and reliability.
- Created a visually appealing front-end user interface and robust back-end for seamless transactions.

SKILLS SUMMARY

Programming Skills:

JAVA, C, Python, C++, JavaScript, SQL, React, HTML, CSS.

Other Technologies:

Unix/Linux, Docker, GitHub, PostgreSQL, MySQL, Firebase, Scrum Developments, LaTeX.

Related courses:

Operating Systems, Data Structure and Algorithms, Web application development.