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Skills

Languages:
• Java   • C++   • HTML   • CSS   • Scala   •Ruby   • Javascript   • PHP

Tools/Technologies:
• Eclipse IDE   • Sublime   • Brackets Text Editor   • Android Studio   • Netbeans IDE
• CodeBlocks   •Jquery   • Git   •Ruby on Rails   •AJAX

Education

San Francisco State University   Bachelor of Science in Computer Science
GPA: 3.48   August 2013 - May 2017

Projects

Amaizing Recipes Search: A recipe by ingredients Android application in Java
• Worked in a team of six, utilizing Scrums and Agile Methodology to meet our deadlines while preserving quality software
• Utilized the Volley library to get our results from the API's and parsed the retrieved data. Also created the Java class to show the data in a neat format for our users.
• Implemented various functions such as Swipe to Search, allowing the user to immediately swipe to search for a recipe after selecting their ingredients, to improve user experience

                                                  September 2015 – December 2015

Liars Dice: **A multiplayer web application game in HTML, CSS, Javascript and Ruby/Rails**
• Worked in a team of four, utilizing Scrums and Agile Methodology; worked as Full-Stack Developer
• Implemented chat and game communication using Pusher library and AJAX
• Implemented game engine, logic, and behaviors such as Bidding and Challenges

                                                  March 2016 – May 2016

Interrobang.OS: A web based fully functional operating system in Javascript
• Lead a team of five to create a fully functional operating system in pure Javascript
• Researched and utilized Web Workers to simulate multiprocessing and multithreading in a single threaded environment
• Implemented First Come First Serve task scheduling and many other necessary OS features
• Handled logistics and team organization to meet deadlines and milestones

                                                  February 2016 – May 2016

Basic Ruby Web Server: A desktop application built in Ruby
• Lead a team of three to create a web server that takes in HTTP Requests and sends out HTTP responses
• Handled logistics such as assigning roles to team members, emphasizing team's strengths
• Debugged and tied together group's code to create a fully functional project
• Implemented GET and DELETE requests, aliases, script aliases, and user authentication

                                                  February 2016 – March 2016

Miscellaneous Projects:
• **Go/Baduk Tournament pairing software** – Language: Java - Created a Go(Baduk) pairing software for tournaments, where it pairs any number of participants.

Other Pursuits

• Association for Computing Machinery: San Francisco State University chapter
• Competitive Go/Baduk player, part of the Bay Area Go Players Association
• The Hacking Club at SFSU – Founding member and Chief of Technology