EDUCATION

University of California Irvine, Samueli School of Engineering

Irvine, CA

Bachelor of Science in Computer Science and Engineering

Expected June 2022

GPA: 3.4

Intern

Awards: Dean's List, Major League Hacking – Best Beginner Hack (awarded at Citrus Hack 2019)

Relevant Completed Coursework: Python Programming and Libraries, Linear Algebra, Differential Equations, C/C++ Programming, Discrete Math for CS, Data Structures and Algorithms, Principles of Operating Systems

WORK EXPERIENCE

Campus Hoy, Subsidiary of Wisedu

Nanjing, China

Summer 2019

Software Development Intern

- Prototyped applications implementing native databases and GUI interfaces in Android's API
- Queried HTTP requests using Github repositories and used Google's API to read JSON files using OkHTTP3, Gson, and Glide
- Assisted with UI design by building GUI interfaces with interactable icons and layouts
- Used Java to create content and functionality, linking, transferring, and sharing information between activities
- Created resource layout files using XML and Gradle

JCFE Services Santa Clara, CA

Summer 2018

- Helped with client network setup, wiring computers, switches, and access points
- Installed Windows and Ubuntu Operating Systems on user devices
- Wrote python script to filter through user data from csv files

SELECT PROJECTS

Japanese Car Match (Facebook Global Online Messaging Hackathon)

- Used Nodejs and Facebook for Developers to program a bot that can respond to users messaging a Facebook page
- Linked webhook to Heroku, enabling the script to send HTTP requests to Facebook
- Parsed Json data with Javascript, ensuring data could be easily changed and extracted
- Wrote matching algorithm for bot, enabling it to filter json data and obtain a list of cars matching user preferences

Beta-Amyloid Analysis Program (UCI ML Hackathon)

- Evaluated experiment datasets and wrote scripts to successfully determine which factors most accurately predict Beta-Amyloid positivity
- Utilized Pandas and Pyplot to depict data in easy to read graphics

TravelManager App

- Created Android Application prototype with Java that allows users to categorize and display expenses
- Made use of built-in Android phone database to store and protect user data

SoulWoof (Won MLH Best Beginner Hack 2019)

- Created web app prototype where people can find and schedule local playdates for their pets using Firestore, React, and Semantic
- Won \$600 Team Award for project design

RC Quadcopter with Environment Sensors

- Used Solidworks to design a quadcopter that can fly, change elevation, land on locations without incurring damage, and drop a ball when it detects a change in color using Google Pixycam2
- Set up quadcopter's servos and ultrasonic sensors, and programmed the Arduino using C+++

SKILLS/INTERESTS

- Coding Languages: Java, Python, C/C++, VHDL, Javascript, HTML, CSS, SQL, R, XML
- Tools/OS: Solidworks, Arduino IDE, Eclipse, Pycharm, Github, Android Studios, googletest, Linux, Pandas, Nodejs, Unity, Heroku, Visual Studios, VMware, JSON
- Interests: Basketball, Volleyball, Drawing, Hiking, Classical Guitar