EDUCATION

University of California Irvine, Samueli School of Engineering **Bachelor of Science in Computer Science and Engineering** GPA: 3.4

Expected June 2022

Irvine, CA

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 OkHTTP3 and used Google's API to read JSON files using 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

- Intern 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), June 2020

- 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), May 2020

- 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, Fall 2019

- 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), Spring 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, Fall 2018

- Used Solidworks to design a quadcopter that can fly and change elevation
- 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, Shell script
- Tools/OS: Solidworks, Arduino IDE, Eclipse, Pycharm, Github, Android Studios, googletest, Linux, Pandas, Nodejs, Unity, Heroku, Visual Studios, JSON
- Interests: Basketball, Volleyball, Drawing, Hiking, Classical Guitar