

Education

University of California, Santa Barbara — College of Creative Studies September 2024 — June 2027 (Expected)

- Major: Computing (Computer Science B.S. Equivalent), GPA: 3.93
- Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Linear Algebra, Differential Equations, Quantum Computing Fundamentals, Probability and Statistics

Davis Senior High School, Davis, CA — GPA (unweighted): 3.96 2021 — 2024

Technical Experience

Google June — September 2025
Associate Software Developer Intern

- Developed the reward center page for loyalty program members in Google Play Store for Android, enhancing UX for over 2.5 billion monthly active users.
- Worked extensively across Play’s full stack, in both Java and Kotlin, to implement content loading, filtering, and sorting in a high-traffic environment.
- Designed and implemented a new UI element across the full stack for the loyalty program’s upcoming event page.
- Created a design document comparing implementation options for a complex upcoming feature requiring unconventional technology.

升级 (sheng ji) Display March — September 2024
Solo Developer

- Created a cross-platform mobile app showing everyone at a table key information about an ongoing round of 升级 (sheng ji), a family of classic Chinese card games that bring people together.
- 升级 Display works on Android, Windows, Linux, and the web using Compose Multiplatform, and is responsive to screen size, so players can use the app on any phone or tablet.
- Built a website using Astro with Svelte, featuring complex scroll-based animations, to showcase the app’s features.

FIRST Robotics Competition Team 1678: Citrus Circuits August 2021 — June 2024
Software Scouting Front-End Developer

- Led design and implementation of Android and desktop apps in Kotlin for a world-leading FRC robot scouting system, contributing significantly to the team winning its world championship division in 2022-2024.
- Led the Shelter Finder outreach project, developing a web app to help police locate available homeless shelters.
- Wrote whitepaper on the scouting system’s architecture and design, and publicly released the source code, now widely adopted by other teams as a reference design.

scadnano June 2022 — September 2024
Software Engineering Intern under Prof. David Doty, UC Davis Molecular Computing

- Conducted software-based research on DNA nanotechnology by developing a web app, written in Dart using React and Redux, to help researchers design synthetic DNA nanostructures.

Computing Skills

Languages	Kotlin, Python, Java, C++, (X/YA/TO/HT)ML, CSS, JavaScript, TypeScript, Dart, LaTeX, Markdown, Typst, Starlark
Operating Systems	Linux (Fedora, gLinux, KDE Neon, Kubuntu), Windows 10/11, Android, ChromeOS, i(Pad)OS
Libraries/Frameworks	Jetpack Compose, Compose Multiplatform, React, Vue, Svelte, Astro, Next.js, Nuxt, Redux, Tailwind CSS, Google Apps Script
Tooling	ChatGPT, Google Gemini (internal/external, AI coding agent), MCP, Ollama, Git, GitHub (Copilot, Actions, CLI), Cloudflare Pages, npm, Yarn, pnpm, Vite, Vercel, Renovate, Zsh, Alacrity, Android Studio, IntelliJ IDEA, Visual Studio Code, Kate, adb, asdf, zoxide
Other Software	Firefox, Thunderbird, Tailscale, GIMP, Inkscape, Discord, Slack, Obsidian, Kdenlive, F-Droid