

EDUCATION

University of California, Irvine | Expected Graduation March 2018

Bachelor of Science in Computer Science | GPA: 3.81

EMPLOYMENT

Mitchell International | Software Development Engineer Intern

June 2017 – Sep 2017 | Irvine, CA

- Designed and developed a distributed machine learning model to automate client's bill assignment workflow using Dask Distributed, Scikit-Learn, Pandas, and NumPy.
- Implemented a RESTful web service with ASP.NET Core MVC to coordinate the bill assignment workflow.
- Presented proof of concept of big data monetization strategy to executive leadership team.
- Increased project iteration efficiency by completing unassigned backlog items ahead of schedule.

Chegg | Tutor

Jan 2016 – Present | Irvine, CA

- Advanced student's understanding of computer science, math, and physics principles.
- Helped students develop effective problem-solving, resulting in increased comprehension of the subject matter.

Geek Squad | Advanced Repair Agent

Aug 2014 – Present | Anaheim, CA

- Reduced Precinct average repair turn-time from four days to two improving overall client satisfaction.
- Improved Precinct Net Promoter Score to 100% by coaching Consultation Agents on providing an accurate "definition of fix" and daily repair updates to clients.
- Assessed, tested and performed computer repairs.

Best Buy | Operations Manager

Nov 2013 – Aug 2014 | Thousand Oaks, CA

- Provided direct supervision, coaching, training, development, and performance management of supervisors and sales consultants ensuring continuous professional development.
- Oversaw store HR practices and Employee Practice Audit compliance processes.
- Monitored store P&L statements with primary focus on reducing storewide controllable expenses.

PERSONAL PROJECTS

Swyng Music

- Created an Android application that allows users to quickly make playlists of their favorite songs.
- Developed in Java with Android Studios using the Spotify SDK and RESTful web services during UC Riverside's annual Hackathon, Citrus Hacks.

RateMyUCI

- Created a Google Chrome extension that displays RateMyProfessors.com scores for UCI students during registration.
- Developed in JavaScript and styled with CSS to add tooltip-styled rating details.

FabFlix

- Developed a commercial movie web site and Android application deployed on Amazon Web Services (AWS) using a Tomcat server.
- Implemented a full stack web application using Java, jQuery, Bootstrap, and MySQL.

UC Irvine Web Crawler

- Created a web crawler as part of a distributed crawling infrastructure to assist in indexing the UC Irvine website.
- Successfully acquired high-value content quickly and bypassed broken URLs and traps.

Slackbot Apartment Crawler

- Created a bot that crawls apartments in a specified region and posts results meeting certain criteria to a Slack channel.
- Developed in Java using Selenium and jsoup.

LANGUAGES AND TECHNOLOGIES

Programming Languages: Java, Python, C++, C#

Web Development Languages: JavaScript, HTML, CSS

Database Languages: MySQL, SQL Server

Frameworks, Libraries, and Technologies: jQuery, Pandas, Dask, Dask-Distributed, NumPy, SciKit-Learn, TensorFlow, LWJGL, Git, Selenium