
EDUCATION

Las Vegas, Nevada

University of Nevada, Las Vegas

Jan 2019 – May 2022

- Bachelor of Science in Computer Science. 3.97 GPA, Summa Cum Laude.

EXPERIENCE

Software Engineer, Google - YouTube

August 2022 – April 2023

- Developed various elements of the YouTube Android and iOS application as part of the Short Form Video Creation team (YouTube Shorts), contributing to a significant increase in the volume of Shorts uploads.
- Strengthened and broadened functionalities on the YouTube Shorts Editor page to drive enhanced user engagement, visibility, and ease of use for creators across all skill levels and demographic groups.
- Collaborated with developers on both Android and iOS teams, contributing to full stack development efforts through code functionality testing, modification, and optimization for improved efficiency and security.
- Led multiple project launches to gain in-depth understanding of key feature usage, compiling actionable insights aimed at preventing obstacles and optimizing feature performance.
- Coordinated meetings with multiple external teams to drive progress and find solutions to long-standing blockages faced by the YouTube Shorts iOS team.
- Thoroughly identified and documented essential components for various projects, ensuring comprehensive understanding, refinement, and accurate estimation by subsequent developers.

Software Development Engineer Intern, Amazon

May 2021 – August 2021

- Designed and delivered two highly requested features for Amazons digital assistant Alexa as part of the Alexa-Reminders team, decreasing frictional interactions for millions of users.
- Constructed backend logic for the project in its entirety, as well as the integration and modernization of legacy code beyond the team's immediate scope.
- Achieved complete test coverage by composing 40+ unit test files for all project changes to ensure high levels of quality assurance before enabling the new features for a larger user base.
- Conducted metric testing in-house for each key feature in the project to gain deeper insight on its usage and compile a list of action items to further enhance the user experience.
- Assisted other developers in the team by conducting code reviews, collaborating on new feature designs, and writing unique test cases for use in beta testing stages.
- Conducted thorough reviews to ensure changes made in the code base would adhere to international and accessibility compliance standards.

Software Engineer Intern, Mission Support and Test Services

May 2020 – May 2021

- Engineered a smartwatch companion application to integrate with software used by mission partners, resulting in improved operational efficiency, safety, and discreteness in field environments.
- Translated essential features from the mobile application into the smart watch platform, optimizing them to align with the specific standard and requirements of our mission partners.
- Revamped the user interface of existing software, applying a modern aesthetic and enhancing useability in response to user feedback, resulting in a more intuitive interface.
- Successfully integrated an authentication system within the smartwatch, collaborating closely with the cyber security team to verify the application met compliance with industry standards before deployment.

Skills

- Languages: C++, Java, Python, JavaScript, HTML, CSS, C#, Objective-C
- Tools: Git, Linux, Android Studios, Xcode, Visual Studio, Code::Blocks, IntelliJ IDEA