

## EDUCATION

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University of California, Merced, School of Engineering

*Major: B.S. in Computer Science and Engineering*

*Minor: Business and Management*

**Computer Science and Engineering Relevant Courses:** Algorithm Design and Analysis, Data Structures, Operating Systems, Intro to Object Oriented Programming, Introduction to Artificial Intelligence, Discrete Mathematics, Computer Organization and Assembly, Computer Graphics, Computer and Networks Security

**Graduation Date:** June 2020

**GPA:** 3.3

**Honors:** Dean's List

## SKILLS

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**Programming Language:** Python, HTML, CSS, Java, JavaScript, C++, Swift

**Machine Language:** Arduino, Raspberry Pi, Python Flask

**Operating System:** Windows XP, Windows 7, 8, 10, Mac OS, Linux, Ubuntu

**Spoken Language:** Fluent – English and Mandarin, Professional – Japanese

## EXPERIENCE

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University of California Merced | Full Stack Software Engineering Intern

February 2020 – June 2020

- Created a server/website using HTML and CSS connecting it to Raspberry Pi as a **Front-end**
- Written code in python through Python Flask as a **Back-end** controlling the Raspberry Pi
- Mentee under a former **Google Employee** learning both Front-end and **Back-end** mechanics

Lawrence Livermore National Laboratory | Data Scientist Intern

May 2019 – July 2019

- Analyzed large data-set using python through **reinforcement learning** and applying it to real-life simulations
- Coded a policy in virtual environment visualizing the **neural network** through graphs and decision trees
- Utilized all git commands as main source of sharing resources between teams

University of California Merced | Machine/Reinforcement Learning Intern

March 2019 – August 2019

- Utilized libraries from **Amazon Web Service (AWS)** and Intel coach environment package as a base for HVAC (Heating, Ventilation and Air Conditioning)
- Designed and built multiple **Deep Reinforcement Learning** models for controlling HVAC, light, and window system in a whole building simulator;
- Implemented and modified **Deep Q Network**, **Dueling Deep Q Network** and Branching Dueling Deep Q Network to adapt for high-dimension action tasks by using Python, **TensorFlow** and Gym;

University of California Merced | Networked Embedded Systems Intern

September 2018 – March 2019

- Modified wireless sensors **LoRa** and **LoRaWan** expanding the network server
- Implemented C/C++ through **Arduino** connecting hundreds of sensors and modifying it individually
- Operated with **TCP/IP LoRaWan** to connected Gateway accessing the network server

## CS PROJECTS

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IOS App Developed – KeepUpWithLife

February 2019

- Developed a to-do list with easy interacting UI for daily life usage
- Designed and written in Swift, consumes a Core Data Stack which helps manage and save to-do's

Backend/Frontend – TruckAlert – Bihai Empreendimentos e Participações Ltda

February 2019

- Developed an app for a company that provides relevant information to assists trucker
- Collaborated in a team of 3 storing database in **SQL** and **GIS** using Django
- Implemented **Map Quest API** and **Leaflet plug-in** for map visualization and re-calculation

Google Extension – Introduction to Google Chrome

September 2018

- Designed two UI pop-up satisfying Mac and Windows users walking them through basic shortcuts of Chrome
- Implemented CSS and HTML through Visual Studio Code to design both user interface

Game Developed – Monster Fighter

April 2018

- Designed and created 2D role playing action game and generated graphics by using C++ and OpenGL
- Applied Object-oriented Programming concepts: encapsulation, composition, inheritance, and polymorphism

## LEADERSHIP

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Society of Asian Scientists and Engineers (SASE) - University of California, Merced

Fall 2016 – June 2020

*President | Vice-President | Social Chair*