

EDUCATION

University of California, Merced, School of Engineering

Major: B.S. in Computer Science and Engineering

Minor: Business and Management

Expected Graduation: May 2020

GPA: 3.3

Honors: Dean's List

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

SKILLS

Programing 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

University of California Merced | Full Stack Software Engineering Intern Research February 2020 – Present

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

Lawrence Livermore National Laboratory | Data Scientist Intern Summer 2019

- Analyzed large dataset 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 Laboratory March 2019 – December 2019

- Utilized libraries from Amazon Web Service as base for HAVC (Heating, Ventilation and Air Conditioning)
- Implement Python to reinforcement learning through Deep Q Networking using Intel coach environment
- Main purpose is to use Machine Learning to develop a perfect HAVC environment for people consuming the least amount of energy necessary through Artificial Intelligence (AI)
- Integrated SketchUP to design a 3D model as a digital testing model for our HAVC system.

University of California Merced | Information Technology Consultant September 2018 – Present

- Provided technological stance and customer service to over 6,000 students and over 300 staff members through effective communication, diagnosing, and problem solving
- Troubleshoot basic to advanced hardware, software, network problems for students and faculty

CS PROJECTS

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 popups 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

- Utilized OpenGL, C++/C, GLUT, Photoshop skills to develop a 2D role playing action game
- Awarded best designed game using Object Orient Programming skills in UC Merced

LEADERSHIP

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

Fall 2016 – Present

President