

## EDUCATION

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**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 Programming, Introduction to Artificial Intelligence, Discrete Mathematics, Computer Organization and Assembly, Computer Graphics, Computer and Networks Security

## SKILLS

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

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

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

## CS PROJECTS

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**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

## EXPERIENCE

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**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

**UC Merced, Machine/Reinforcement Learning Laboratory**

**March 2019 – Present**

- 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.

**UC Merced, Networked Embedded Systems Research Laboratory**

**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

**UC Merced, Information Technology Consultant**

**September 2018 – Present**

- Provided technological assistance 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

## AFFILIATION

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

**Fall 2016 – Present**

*President | Vice – President | Social Chair*

- Revived chapter and mobilized full executive board for 2016-2017
- Connected the entire UC Merced campus forming an alliance with every STEM organization