

Projects

Ludum Dare (Game Jam): Life is Currency

April 2019

Used Two.js to make a Tower Defense browser game in a team with one other where the only way to make currency is to lose health.

HackMerced – On My Way

March 2019

Used ReactJS to make an alternative graduation requirement planner which uses the minimum amount of server usage to keep the program speedy and user friendly.

EVHS Robotics (FIRST Robotics)

2018

Contributed to computer vision code in C++ and Java that automatically detected and handled yellow cubes on a playing field.

Google foobar

2018

Completed all levels (1 - 5) of the Google foobar coding challenge twice and had been reached out by Google on both occasions.