

Education

University of California, San Diego (UCSD)

Fall 2015 - Winter 2019

- B.S. Mathematics and Computer Science - GPA 3.7

Skills

- **Programming Languages:** Python, Java, C++, HTML/CSS/JavaScript, BASH, Powershell
- **Frameworks (Web), Databases, Servers:** Django, AngularJS, React, Firebase, OpenShift, Ansible, MySQL
- **CG Suites, Packages, and Renderers:** RenderMan, Maya, Universal Scene description (USD)
- **Systems and Environments:** CentOS + RHEL 6/7, Linux, Git, VMware, LDAP

Experience

Pixar Animation Studios – Systems Infrastructure, Intern

September 2018 - Present

- Maintained servers, virtual machines, and firewalls to support all of Pixar's highly dynamic productions
- Implemented response for system issues related to hardware failures and low disk space
- Monitored high network traffic during important deployments of production software
- Spearheaded IDF refresh project by managing stack elevations and performing refreshes/network wiring
- Developed system to streamline asset management workflow by filtering out inactive units
- Rollout and automate network console server configuration by writing Port Management Shell Scripts to pull information from assets database and modify each node's port properties

Lucasfilm / Industrial Light & Magic – IT Operations, Intern

June - September 2017

- Designed and developed uptime dashboard to monitor server status and inactive sites
- Implemented data monitoring software and a more efficient Asset Management tool for bulk imports
- Engineered scripts to automate tasks on production servers, including bulk transactions on users
- Created a remote process manager (BASH) that handles options to determine if processes are terminated gracefully based on their PID or process name

UCSD CSE Department – Teaching Assistant

March 2018 – Present

- Develop and teach courses specializing in Computer Architecture, Digital Techniques, Algorithms, Fluency in Information Technology

Projects

Technical Director – Unannounced Animation Project (Texturing/Shading)

Summer 2018 - current

- Debug asset library for importing and exporting various file types (Maya, USD)
- Develop shaders and RenderMan plugins to achieve textures and shading specific to the show's style

Uptime Dashboard for Monitoring Cloud Services (Powershell, HTML, CSS)

Summer 2017

- Monitors cloud services by routinely pinging for server status and notifies users when site is down
- Generates uptime dashboard with summary of working and nonworking services

Networking Dashboard Application (Python, Django)

October - December 2018

- Acts as a central network hub for network console servers and manages all the nodes
- Organizes nodes by type, location, or cascading groups

Onewalk – Software Development Lead (Java, XML, Android Studio, Firebase)

March - June 2018

- Developed a gamified pedometer application that strives to encourage players to lead a healthier lifestyle
- Implemented a daily quest and leaderboard system with in-game currency rewards, which the user may use to customize their avatar in the in-game shop