

### Experience

- 08/2025 – Present **Full Stack Software Engineer**, *Citizen Mint*, Remote
- Developed a full-stack web application using Vue (Nuxt), FastAPI, PostgreSQL, and AWS.
  - Architected and built an internal payment distribution system that processed \$500k+ in investor returns with 0 payment errors over 3 months.
  - Streamlined admin workflows including CSV upload/download, rich text and media content management, and PDF document generation, reducing operation time from hours to minutes.
  - Implemented secure authentication features including MFA (email/SMS via Cognito + Lambda) and JWT-based inactivity timeouts.
  - Delivered responsive and accessible investment listing pages with client-side filtering for 10+ offerings.
- 01/2022 – 03/2023 **Software Engineer**, *Husky Robotics Club*, *University of Washington*, Seattle
- Developed the mission control web application for Husky Robotics, a student engineering team, to operate the team's rover using JavaScript, React, and Redux.
  - Designed and implemented a custom WebSocket-based JSON messaging protocol to enable real-time, bidirectional communication between the mission control website and the rover.
  - Visualized live rover telemetry through dashboards displaying position, power, velocity, and camera feeds.
  - Rendered a 3D model of the rover using React Three Fiber, dynamically updated from telemetry data.

### Education

- 06/2021 – 12/2023 **B.S. Computer Science & Engineering**, *University of Washington*, Seattle
- GPA:** 3.88 (Cum Laude)

### Projects

#### Paintle, [paintle.net](https://paintle.net), [GitHub](#)

- Designed and shipped a responsive Wordle-inspired puzzle game in Angular, designed for seamless play on both desktop and mobile.
- Deployed a fully serverless architecture on AWS using S3 (frontend), Lambda (backend logic), API Gateway (routing), and DynamoDB (storage), achieving <200 ms cold-start latency and \$0 backend cost under typical usage.
- Integrated secure authentication via Google OAuth 2.0 and JWTs, incorporating best practices such as short-lived tokens, RS256 asymmetric signing, and validation of token audience and issuer.

#### MCQuest, [GitHub](#)

- Developed a custom Minecraft server to support a multiplayer RPG with questing, combat, and character progression.
- Collaborated with a 5-person team using Agile practices including structured requirements planning, sprint-based development, weekly standups, and CI/CD pipelines to ensure quality and fast iteration.
- Engineered backend systems in Java for handling in-game mechanics such as physics calculations, skill behavior, item interactions, and data persistence.

### Skills

Languages	TypeScript, Python, Java
Frontend	Vue (Nuxt), React, Tailwind CSS
Backend	Node.js, Express, FastAPI, PostgreSQL
Cloud	AWS (ECS, RDS, S3, Lambda, API Gateway, SNS)
DevOps & Tools	Git, GitHub Actions (CI/CD), Docker