

#### SKILLS AND CERTIFICATIONS

- Languages: C++, C#, JavaScript, React Native, GraphQL, Python
- Health/Safety: CPR/First-Aid Certification
- Level 2 Archery Instructor Certification

#### EDUCATION

University of California, Los Angeles

B.S. in Computational and Systems Biology with Math Minor

Class of 2018

GPA: 3.15

Relevant Coursework: Computer Science, Computer Graphics, Algorithms and Complexity, Statistics

#### RELEVANT EXPERIENCE

##### *Ardent Academy for Gifted Youth*

Feb 2019 – Present

Feb 2019 – Present

- Software Development Intern (Ardent Solve)
  - ♦ Collaborates with team to create web apps following Agile Software Development Standard
  - ♦ Develops modular front and back-end code using React Native and GraphQL (to access API)
- Teacher's Assistant
  - ♦ Assists instructor and organizes lessons, grades, and communicates with parents and students

Feb 2019 – Present

##### *Escalify, LLC.*

Jan 2018 – Nov 2018

Positions: Programmer/Game Designer, Outreach Specialist/Contractor, Software Intern

- Designed and implemented gameplay using Unity/C#
- Organized potential clients for the company to contact

##### Projects:

- Froggie Hunt, Designer/Developer Sep 2018 – Nov 2018
  - ♦ Scavenger hunt-styled game that integrates Vuforia software for use at leadership conference
  - ♦ Consulted with client on concept and design of the app
  - ♦ Implemented save script suitable for gameplay and found effective ways for players to interact with Vuforia
- Project Crypto, Gameplay Programming Intern Jan 2018 – May 2018
  - ♦ Scavenger hunt created in Unity/C# implementing GPS tracking as an independent game (to be released)
  - ♦ Helped to organize and re-write code and discussed different game implementations
- BruinHunt, Gameplay Programming Intern Jan 2018 – Mar 2018
  - ♦ Scavenger hunt utilizing GPS tracking and WRLD SDK for use at hackathon event
  - ♦ Proposed and assisted in implementing a linked-list like data structure for different pathways in game

##### *USA Archery*

Jul 2017 – Present

Jul 2017 – Present

- Independent Contractor (IT)
  - ♦ Managed and organized electronic and physical scores at competitions
  - ♦ Troubleshoot network and scoring issues to accurately provide live scoring for the event

#### PERSONAL PROJECTS

##### *Byte Club*

- Familiar Spirit, Environmental Artist Feb 2019 – Present
  - ♦ Visual Novel that promotes positive thinking for better mental health practices

##### *ACM Game Project*

- Horus, Artist and Gameplay Programmer/Designer Jan 2018 – May 2018
  - ♦ 2D platformer made in Unity where players create their own platforms to complete puzzles
  - ♦ Provided concept and designed versatile character models and UI for multi-part animation
  - ♦ Implemented camera to follow player smoothly
  - ♦ Collaborated with team members for level design

#### LEADERSHIP EXPERIENCE

##### *UCLA Archery Club*

Sep 2014 – Jun 2018

Jun 2017 – Jun 2018

- President
  - ♦ Led 5 officers and 4 coaches in the management of a nationally ranked archery club
    - management included finances, sponsorships, planning for events and tournaments, etc.
  - ♦ Coordinated with university officials and national governing body of archery

##### *InnoWorks at UCLA*

Apr 2016 – Jul 2018

Dec 2017 – Jul 2018

- Curriculum Chair Dec 2017 – Jul 2018
  - ♦ Collaborated with officers to create an engaging curriculum for students while managing the budget
- Student Recruitment Officer Dec 2016 – Dec 2017
  - ♦ Communicated with secondary schools near UCLA to encourage students to pursue STEM education