

EDUCATION

Purdue University, College of Science, Expected May 2019
Bachelor of Science, Major: *Computer Science, Software Engineering Track* GPA of 3.28/4.0

RELATED COURSEWORK: Web Application Development, Software Testing, Information System

PROGRAMMING LANGUAGES: Javascript, HTML, CSS, Java, C, C#

TECHNICAL SKILLS: Angular, Github, Unity, Ionic, JQuery, Node, Bootstrap, SQL, Microsoft Hololens, VR/AR, EC2

PROJECT EXPERIENCE

EPICS-ISBVI(LEAP) – Web Application, Fullstack, Purdue University (Team member) January 2019 - Present

- Joined the software team of the existing project by EPICS
- Improved document creation feature on the website with the Boron kit
- Aimed to maintain the website and github regularly throughout the semester
- Tools: Angular.js, mongoDB, Node, AWS EC2
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AR Escape Room – AR Mobile Application, Purdue University (Team member) January 2019 - Present

- Built an AR mobile app/game that allows user to deploy an Escape room in real world and solve puzzles
- Tools: Unity, Xcode, Android Studio

Mixed Reality App – AR Application, Purdue University (Research Assistant) October 2018 - Present

- Aimed to develop an AR app that can improve the efficiency of crack inspections in AEC industry
- Tools: Microsoft Hololens, Unity

Boileride – Web Application, Frontend, Purdue University (Team member) September 2018 – December 2018

- Developed a web app that allows users to provide ride services
- Designed test plan, instruction manual and product backlog
- Tools: Vanilla.js, bootstrap, JQuery, Digital Ocean, Java, MySQL

EZGrab - Web Application, Purdue University (Team member) November 2017 – December 2017

- Developed a web app that targets to allow people to make request on doing a task with the help others
- Implemented node.js as the framework for the server of the app
- Applied google API where the app will calculate and determine the recommended distance for the users
- Tools: Vue.js, Google API

Dungeon Coder - Java Desktop Application, Purdue University (Team member) September 2017 – December 2017

- Implemented Java on frontend and backend with LibGDX as the framework
- Implemented websites for account registrations, a forum for users and class monitoring functionality for teachers
- Prepared documents such as design document, project backlog, sprint planning document
- Tools: Amazon EC2, MySQL, LibGDX

LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

First Place Award, Social Entrepreneurship Competition, Purdue University November 2018

- Presented plans, mobile app to Chief UX Officer at Mighty AI and Executive Director of Care For Friends
- Tools: Ionic

Boilermake Hackathon, Purdue University October 2018

- Developed a prototype job finding website in 36 hours with Vanilla.js, bootstrap and sqlite3