### EXperience

#### iOS ENGINEER • MACYS • JULY 2017 – CURRENT

* Built augmented reality app using ARKit that allows for plane detection, furniture placement, translation and rotation through touch gestures as a proof of concept
* Worked with designers to develop UX flows for Macy’s iOS app
* Built iOS app to benchmark various open source image caching libraries
* Refactored legacy autocomplete service class to work through Cocoapods
* Built custom UI on top of open source iOS video player library
* Updated internal UI library to improve code maintainability and scalability

#### iOS ENGINEER INTERN • MACYS • JUNE 2016 – AUGUST 2016

* Built iOS today widget for Macy’s and Bloomingdale’s
* Served as project manager for a team of seven interns to create a design for a virtual make up try on iOS application
* Implemented the resulting design in a proof-of-concept iOS app (AR not included)

#### iOS FREELANCER • AUGUST 2016 – FEBURARY 2017

* Built debate tutoring app based on client specifications that included authentication, user profiles, user matching based on preferences, appointment scheduling, rating system, local notifications and push notifications
* Ported existing iOS app database from Parse to Firebase

#### iOS ENGINEER • EDUCATION FIRST • JUNE 2015 – AUGUST 2015

* Built classroom iOS app to increase student engagement and assist teachers
* Implemented a teacher controlled voting and chat system as well as programmable lessons and games
* Built attendance keeping functionality by implementing iBeacon detection

### Education

#### B.S. Computer Science • June 2017 • UC San Diego

GPA: 3.32

### Projects

#### Foodar – iOS APP (SWIFT)

#### Built and released iOS app that used Apple Core Location and the Yelp API to find restaurants nearby, based on user preferences and customizable search parameters

#### Elemental Manipulation – NODE.JS WEB APP

#### Built (basic) online multiplayer fighting game that allows online users to move and attack other online users in real time