



EDUCATION

Computer Science and Computer Science: Game Design
University of California, Santa Cruz

09/2019 - 06/2024

3.71/4.0

Courses

- Embedded Systems and C Programming
- Applied Machine Learning: Deep Learning
- Introduction to Analysis of Algorithms
- Number Theory & Probability Theory
- Computational Models
- Introduction to Data Structures
- Analysis of Algorithms
- Classical and Bayesian Inference
- Computer Architecture

PERSONAL PROJECTS

Visual Communication and Interaction Design Course Project | Individual Project, UCSC (09/2022 - 12/2022)

- Conceived and executed a board game project and leveraged a toolkit of design software, including Inkscape, Gimp, and TeX/LyX
- Overcome lack of confidence in art, learn simple painting and icon design, and finally achieve the ideal player aesthetics
- Crafted and fine-tuned the game's rules to achieve optimal balance and gameplay experience for multiple players
- Employed Gimp, a powerful graphic design software, to create visually captivating and thematically cohesive artwork for the board game, enhancing its aesthetic appeal and immersive qualities

Interactive Storytelling Course Project | Group Leader, UCSC (06/2022 - 08/2022)

- Led a dynamic team in the development of a text-based interactive role-playing game using Ink, a specialized tool for interactive storytelling, enabling players to shape the narrative through their decisions
- Orchestrated group discussions to collaboratively determine the game's genre, plot intricacies, and innovative game mechanisms, fostering a creative and cohesive vision for the project
- Personally crafted a captivating narrative comprising over 8000 words to offer players an immersive and engaging storytelling experience
- Engaged with the audience by live-streaming the game on Discord and invited classmates to participate and provide valuable feedback, enriching the project's development with diverse perspectives

WORK EXPERIENCE

Data Scientist Intern
EMR Technical Solutions

09/2023 - 06/2024

Achievements/Tasks

- Collaborated with a team of data engineers to analyze over 70,000 Medicaid enrollment records from 2013-2023. Utilized Python for data extraction, transformation, and preparation, enabling effective data visualization and market coverage & growth predictions.
- Implemented a Prophet forecasting model using R and Python, accurately predicting Medicaid enrollment for the upcoming year with a 91% accuracy rate. This facilitated in-depth trend analysis, contributing significantly to strategic market expansion efforts.
- Designed and maintained a comprehensive Tableau dashboard, enhancing visualization of enrollment trends and demographic shifts across various regions. This tool improved the precision of identifying key growth areas by 45%, supporting targeted market strategies.

Game Development and Testing Intern
Perfect World Co., Ltd.

04/2023 - 08/2023

Achievements/Tasks

- Conducted comprehensive functional testing for the highly-anticipated game "One Punch Man: World."
- Engaged with over 10 in-game characters to battle against 10+ challenging bosses, resulting in several hundred test cycles
- Recorded and meticulously documented all identified software defects using EasyOCR, and implemented Python programming skills to enhance the accuracy, achieving a flawless 100% accuracy rate through five successive code iterations.

SKILLS

Programming Languages (C, Java, Python, etc.)

Tex/LyX

Adobe

Microsoft

LaTeX