

## 🎓 EDUCATION

**Math-Computer Science (B.S.) @UC San Diego** 3.5 GPA Sep 2021 - Jun 2024

- Courses: Advanced Data Structures, Design & Analysis of Algorithms, Object Oriented Programming

## 📁 EXPERIENCE

**Software Engineer Intern @MyMicroJourney** Oct - Feb 2024

- Built a **Rest API** using **Java Spring Boot** and utilized **MySQL** to store user data.
- Developed landing pages, components, and forms using **React** completing 100% of the front end.
- Utilized Spring Security to perform a one way hash for passwords, increasing data security.
- Defined data models using JPA annotations and created User & Email services for sign up process.

**Software Engineer Intern @Smart Twigs** Apr - Aug 2023

- Used **React & TypeScript** to build a platform for non-profits to spread awareness of current issues.
- Created reusable React components, enhancing design uniformity and accelerating development.
- Built complex forms in order for users to create organizations, programs, and projects.
- Leveraged React Hook Form with Zod to collect, validate, and submit user data to the back end.

## ✂ PROJECTS

**Book Store (Full Stack)** MongoDB Express React Node [Source Code](#)

- Developed full-stack app with React & Express that allows users to create, update & delete books.
- Integrated MongoDB and used **Mongoose** to define data models and a schema to store book information efficiently.
- Leveraged **Tailwind** for a responsive UI and Axios for data fetching with a Node back end.

**Blog API (Back-End)** Express Node [Source Code](#)

- Built a Rest API from scratch in order for developers to create a blog website using my API.
- Performed **CRUD** operations by using **HTTP requests** such as get, post, patch, & delete.
- Used middleware such as body parser to intercept data from requests and store blog info into array.

**Game Hub (Front-End)** React TypeScript Chakra UI [Website](#) [Source Code](#)

- Displayed game data from RAWG Database API by using HTTP get requests and useEffect Hook.
- **Responsive** website design that adapts to devices such as phones, tablets, computers, etc.
- Deployed to production using Vercel to allow users to look for their favorite games.

## 💡 SKILLS

### Programming

JavaScript Java Python C C++ TypeScript

### Frameworks/Libraries

React Spring Boot Django Express Tailwind Material UI

### Web & Databases

MySQL MongoDB HTML CSS

### Other

SQL NoSQL Git Github Jira Postman Agile methodologies  
JSON XML Maven