

Education

University of California, Irvine

Irvine, CA

Bachelor of Science in Computer Science

August 2024 – Expected June 2028

Awards and Recognition: Dean's Honors List (Every quarter to date)

GPA: 3.824

Projects

UCI Themed Geoguessr | *React, Node.js, Typescript, C++, Crow API, OpenStreetMap API, Vercel*

- Led a 4-person team to build and deploy a fullstack location guessing game, owning system architecture and deployment
- Implemented a custom scoring algorithm to evaluate player proximity to location.
- Integrated OpenStreetMap APIs to render location data and support map based gameplay
- Implemented C++ backend using Crow API to parse images, allowing for accurate gameplay results

Portfolio Website | *HTML, CSS, Javascript, Formspre API, Vercel*

- Built and deployed a responsive personal portfolio.
- Integrated Formspre API with asynchronous form handling and client side validation to collect user feedback.

Work Experience

Software Development Instructor & Intern

June 2025 – August 2025

Tech Academy of Minnesota

Seattle, WA

- Taught programming fundamentals to 18 students using Python, HTML, CSS, and JavaScript guiding them to complete personal projects that demonstrated functional web applications
- Developed hands-on lessons that built coding and debugging skills to strengthen interest in software engineering
- Adapted complex technical topics to diverse learners, strengthening technical communication abilities

Software Developer

September 2024 – Present

MedTech@UCI

Irvine, CA

- Designed and developed cognitive games using JavaScript, React.js, and HTML enabling patients with dementia and Alzheimer's to engage in therapeutic activities.
- Implemented gameplay metrics tracking with React to monitor patient responsiveness and recognition and provide doctors with insight into cognitive performance
- Partnered with multiple university research labs, using Agile/Scrum coordination, for real-world testing of the games

Software Developer

April 2025 – April 2025

Driver Delineation - UCI Datathon 2025

Irvine, CA

- Built a supervised machine learning model using PyTorch and NumPy to predict driver likelihood from structured datasets, enabling identification of key factor influencing drivers
- Performed data preprocessing with Pandas, conducted feature analysis using NumPy, and visualized data with Matplotlib, identifying the top three variables that most impacted model accuracy
- Trained and evaluated a neural network with TensorFlow and PyTorch using supervised learning, achieving 90% accuracy on the validation set

Artificial Intelligence Researcher

May 2023 – November 2023

Stanford University, University of California, San Diego Extended Studies

San Diego, Stanford, CA

- Developed and evaluated machine learning models, including softmax regression and neural networks, using PyTorch, Pandas, Scikit-Learn, and TensorFlow on NFL injury data, enabling prediction of player injury severity and improving prediction accuracy over baseline methods
- Analyzed model performance using Pandas and Matplotlib, documented findings, limitations, and improvement strategies that guided subsequent model refinements and enhanced predictive reliability

Software Developer

June 2023 – June 2024

First Robotics, Team 1294: Pack of Parts

Sammamish, WA

- Implemented and integrated an autonomous robot alignment system using computer vision, enabling real-time orientation correction.
- Built competition winning robot, earning 1st place at the PNW District Sammamish Event and qualifying for the Pacific Northwest FIRST District Championship.

Artificial Intelligence Researcher

June 2023 – August 2023

Inspirit AI Scholars Research Program With Georgia Tech and Cornell University

Remote

- Investigated AI and machine learning subfields including NLP and computer vision, using Python, Scikit-Learn, TensorFlow, and identified practical applications that shaped project development
- Created AI models to detect distracted driving, improving analysis and solution design.
- Presented research findings to university researchers leading to refined project impact and increased effectiveness.

Technical Skills

Languages: Java, Python, C++, JavaScript, SQL, C#, HTML/CSS

Frameworks: React, Node.js, RESTful APIs, Crow API, OpenStreetMap API, Formspre API

Libraries: Pandas, NumPy, Scikit-Learn, TensorFlow, PyTorch, Matplotlib

Tools: Git, GitHub, VS Code, Unity, Agile/Scrum

Concepts: Data Structures, Algorithms, Object Oriented Programming (OOP), Client-Server Architecture