

EDUCATION AND SKILLS

University of California, San Diego

2014 - 2018

- Computer Science/Electrical Engineering

Major GPA: 4.0

Relevant Coursework and Skills

Computer Systems Programming ■ Data Structures and Object Oriented Design ■ Digital Systems Design
Java ■ C# ■ C ■ JavaScript/HTML/CSS ■ SQL ■ .NET ■ PHP ■ ReactJS ■ Photoshop

EXPERIENCES

Applications Programming Intern - [Applied Medical](#)

June - August 2015

- Front and back end web development with .NET MVC and SQL Server
- Also developed Windows application to automatically parse, modify and clean up Excel SQL command strings to connect to new server and settings.
- Successfully migrated all of the hundreds of company sales data reports.

Library Student Worker - [UCSD Library](#)

January 2015 - June 2015

Robotics Mentor - [FIRST Robotics Team 3476](#)

Mentor April 2014 - present; Member 2013 - 2014

- Mentored high school students on robot hardware design, machining and electronics.
- 2015 World Championship Tesla Division Champions

CURRENT PROJECTS

Full site update for teamcodeorange.com - [Late stage preview v2.teamcodeorange.com](#), or live

- Responsive, mobile first, intuitive design with full ajax loading and no hidden menus.
- Powerful built-in drag-and-drop editor and CMS for code-free editing
- Designed and build alone with vanilla JS frontend, jQuery editor and PHP backend.

Micromouse Team Member

- Design, build and program a Micromouse maze solving robot in a team of 5
- Programming maze algorithms and control systems on an STM32 ARM Microcontroller
- Interface directly with hardware components, and designing PCB board

UCSD Game Development Studio Website - github.com/GameDevStudioUCSD/UCSDGDS-Website

- ReactJS front end and Node.js backend.
- Facebook content integration through Graph API, and Blogger content integration.

Unity Game Development - github.com/GameDevStudioUCSD/DrEric

- Creating a mobile and web game in Unity with a UCSD team
- Working on UI, dialog, JSON integration.

PAST PROJECTS

JSObject for Unity C# - [On my Github](#)

October 2015

- Implementation of Javascript style dynamic type objects in C# 2.0 (pre-dynamic types).
- Type safe, with implicit type conversion and support for all standard operators.

teamcodeorange.com - [Live](#), or [old.teamcodeorange.com](#)

November 2013 - February 2014

- Fully designed and built alone from ground up.