**Skills** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• C | C++ | Java | Python | Git | JSON | MSSQL | OpenCL | CUDA | Robotics | NoSQL | Agile | GDB | x86/ARM32 assembly  
• Software Engineering | Data Structures & Algorithms | OOP | Kernel Development | CI/CD | Unit Testing | Agile | Operating System  
• Robotics | Distributed Systems | Firmware | Networking (TCP/UDP) | Communication Protocols (I2C, SPI, UART, IoT) | Docker

**Experience** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Software Engineer** |  | **UC Berkeley** | *Berkeley, CA, USA* | **10/2023 - 04/2024** |

• Led in the designing and developing of UI applications for the end-user, increasing usability by 10 – 15% using the latest technologies of C++, Qt, and QTCreator.

• Developing LLSM GUI applications for multiple platforms, Mac and Linux.

• Implement scalable plugins back-end using Java and Javax and managed the UI design for those plugins.

• Initiated in creating multiple innovative solutions for that tackle new problems on multiple projects.

• Hosted meetings discussing application requirements and software dependencies for workload balancing, software implementation, testing, and configuring metrics systems.  
• Continuous Integration/Deployment pipeline integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing.

**Education** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Bachelor of Science** |  | **San Francisco State University** | *San Francisco, CA* | **01/2024 – 05/2026** |

• Major in Computer Science

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• **A-Compiler:** Designed and implemented my own compiler and programming language called A-Compiler. **(02/2024)**

• **ENGINE3D:** Creator of a 3D Game Engine (C++, OpenGL). **(02/2024)**

• **Rocket-Game:** Using Engine3D to develop a rocket game. **(012/2023)**

• **Native File Dialog**: As part of Engine3D, developed the Mac native file dialog using C++ and Cocoa.  
• **Libhal-Soft:** Porting over different drivers such as **lpc40**, **CAN**, **ADC**, **DAC** for adding support to different arm chips. **(12/2023)**

• **NovaOS:** Creator, designer, and developer of an Operating System called NovaOS developed using x86 and C **(12/2023)**

• **Holographic Projection:** Lead, designer, and developer of a class group project developing a holographic projector using multiple sensors to give it capabilities to interacting with users **(03/2022)**

• **Log Script**: Assisted in collaboratively working with my professor, developing a bash script. Using the script for as a student anti-cheat detector that checks for anomalies when students submit their hands-on programming homework using Linux utility commands. **(06/2023)**

**Clubs** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

• **SJSU Robotics:** Member on the Intelligence Systems team. Collaborating in calibrating firmware of the GPS, Compass, and Lidar sensors to help retrieve data for the autonomous rover navigation system using **Python**.