**Skills** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• C | C++ | Java | Python | x86/ARM assembly | JSON | MSSQL | OpenCL | CUDA | Robotics | NoSQL | Git | Agile | GDB (Debugger)  
• Software Engineering | Unix System Admin | CI/CD | JUnit | Device Drivers | Unit Testing | OOP | Agile | Operating System  
• Troubleshooting | Distributed Systems | Firmware | Networking (TCP/UDP) | Communication Protocols (I2C, SPI, UART, IoT) | Docker | Collaborative

**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.

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

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

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

• Hosted meetings and discussions on identifying application requirements, and software dependencies to workload balancing, software implementation, test, and configuring different metrics systems.  
• Continuous Integration/Deployment pipeline integration, pull requests, code reviews, load/stress testing, unit/integration/e2e testing.

• Link to [Github](https://github.com/abcucberkeley/LLSM_Processing_GUI) of the Open-Source project.

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

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

• Major in Computer Science

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• **ENGINE3D:** Creator of a 3D Game Engine (C++, OpenGL). Link to [Github](https://github.com/SpinnerX/Rocket-Game) showcasing the display of engine’s capabilities **(011/2023)**

• **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 an student anti-cheat detector that checks for anomalies when students submit their hands-on programming homework using Linux utility commands.

**Clubs** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
• **SJSU Robotics:** Collaborated with a team and collaborated multiple sensors firmware for reliable data acquisition. Combining multiple data sources to enhance perception to enabling robust navigation by 20% in challenging environments.

• **Chinese Club**: President of the Chinese Club for 2 years. Showcasing leadership and planning of club events. Planned workshops in learning more about Chinese culture and the history.