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

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| **Bachelor of Science** |  | **San Francisco State University** | *San Francisco, CA* | **Fall 2025** |

Major in Computer Science

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| **Associates of Science** |  | **Clovis Community College** | *Clovis, CA* |  |

Major in Computer Science

**Skills** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• C | C++ | Java | Python | CUDA | Agile | GDB | Code Reviews | ARM32/64 Architecture | Git  
• Software Engineering | Computer Architecture | Graphics Algorithms | Windows | Linux | Unix | Agile | Computer Architecture | Operating System | Compilers Design | OOP | CI/CD | Unit Testing | System Testing  
• Robotics | Embedded Systems | Firmware | Communication Protocols (I2C, SPI, UART) | Driver Development

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

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| **Software Engineer Intern** |  | **UC Berkeley** | *Berkeley, CA, USA* | **10/2022 - 04/2024** |

• Developing the LLSM GUI applications for multiple platforms such as Mac and Linux using the latest technology C++ and the Qt.

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

• Reduced resources consumption

• 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.

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
• **Graphics Display Drivers:** Led in designing and developing display drivers for Libhal **(02/2024)**

• **A-Compiler:** Designing own compiler called A-Compiler (C++, ARM64). Link to the [GitHub](https://github.com/SpinnerX/A--Compiler) **(02/2024)**

• **ENGINE3D:** Creator of a 3D Game Engine (C++, OpenGL). Here is the link to the project [GitHub](https://github.com/SpinnerX/Game_Engine) **(02/2024)**

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

• **SJSU Robotics:** Member of the Autonomy Intelligence team. Role involved implementing a data streaming server-side for the Lidar to effectively send data from TP link. Where that data was used for the obstacle avoidance. Developed software drivers for the GPS to send relative coordinates to the autonomy’s navigation system to receive the end points based on our current locations.