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

**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 Qt/QTCreator.

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

• Reduced resources consumption

• Created multiple innovative solutions when tackling new problems on multiple projects increasing user-defined behaviors by 10 – 15%.

• 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* | **05/2025** |

• Major in Computer Science

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| **Associates of Science** |  | **Clovis Community College** | *Clovis, CA* | **05/2023** |

• Major in Computer Science

**Projects** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
• **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)**

• **MINI-ENGINE3D:** Developed a mini version of Engine3D using C++ and Vulkan. This is the link to the project, [GitHub](https://github.com/SpinnerX/Mini-Engine-Vulkan) **(02/2024)**

• **Rocket-Game:** Using Engine3D to develop a rocket game. Link to the game made by Engine3D is [GitHub](https://github.com/SpinnerX/Rocket-Game) **(012/2023)**

• **NovaOS:** Developing an Operating System called NovaOS developed using **x86** assembly and **C/C++** **(12/2023)**

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

• **SJSU Robotics:** Member on the Intelligence Systems team. Role was calibrating firmware of the GPS, Compass, and Lidar sensors to help retrieve data for the autonomous rover navigation system using **Python**, implementing machine learning algorithms in an embedded environment.