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

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

Major in Computer Science

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

Major in Computer Science

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

**Work History** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Software Engineer Intern** |  | **UC Berkeley** | *Berkeley, CA, USA* | **Oct 2022 – May 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 Feb 2024**

* Developed generic display drivers as part of a mentor I am working with for their Libhal framework. Addressing a few bottlenecks as vtables expansion, binary size, memory consumption, and effective API design.

**A++ Compiler Jan 2024**

* Designing own compiler called A Compiler using C++ and ARM64 assembly. Developing parsing tree algorithms for implementing an AST from scratch. Link to the project, [GitHub](https://github.com/SpinnerX/A--Compiler)

**ENGINE3D Oct 2023**

* Creator of a 3D Game Engine (C++, OpenGL). Creating very creative design in developing a Game Engine. Link to the project [GitHub](https://github.com/SpinnerX/Game_Engine)

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

**SJSU Robotics**

* Member of the Autonomy Intelligence team, as my involvement has been in implementing a data streaming server-side for the Lidar to effectively send data from TP link for 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.