**Skills** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
• C | C++ | Java | Python | x86/ARM assembly | JSON | MSSQL | OpenCL | CUDA | Robotics | NoSQL | Git | Agile |  
• Linux Admin | FFmpeg | RTOS | CI/CD | JUnit | Cucumber | Device Drivers | Unit Testing | OOP | Audio Processing | Game Development  
• Embedded Systems | Distributed Systems | Firmware | Arduinos | Communication Protocols (I2C, SPI, UART) | Docker

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

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

• Discussed in designing and developing 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 platform’s such as Mac and Linux.

• 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.

**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++, Open). Link to [Github](https://github.com/SpinnerX/Rocket-Game) showcasing the display of engine’s capabilities **(011/2023)**  
• **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)**

**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. In preparation to the SARS rover competition.