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Education _

University of California Riverside

B.S. IN COMPUTER SCIENCE

Expected Grad: Spring 2021

Key courses: Advanced Data Structures and Algorithms, Machine Organization and Assembly Language Programming, Software Design and Construction, Design of Operating Systems, Intro to Machine Learning and Data Mining

• Awards: Chancellor's Honor List, Dean's Honor List

Skills _

Programming Languages C++, C, Javascript/JQuery, labVIEW; Learning: Python

Technologies/Technical Skills Git, Autodesk Inventor; Learning: React, Node.is, Express, NGINX, MongoDB, Diango

Work Experience _

NASA Jet Propulsion Laboratory

La Cañada Flintridge, California

Sept. 2019 - PRESENT

SOFTWARE ENGINEER INTERN

- Developing web interface for bioburden data storage and access in **React**
- Designing sketches for UI components and layout, maximizing user productivity

Systems Engineer Intern

Jun. 2019 - Sept. 2019

• Served as an interface between an interdisciplinary team consisting of microbiologists and software developers in collaboration with Goddard Space Flight Center

 Drafted a software requirements document highlighting the functionality design and software testing scheme of a newly developed web-based "barcode accounting tool" to allow for efficient and consistent data storage and processing capabilities for planetary protection engineers

UCR Academic Resource Center

Riverside, California

SUPPLEMENTAL INSTRUCTOR OF COMPUTER SCIENCE

Sept. 2019 - PRESENT

• Instruct over 100 students through lectures and programming demos

• Courses: CS10(Intro to Computer Science 1), CS12(Intro to Computer Science 2), CS14(Intro to Data Structs and Algorithms)

Orbach Science Library Creat'R Lab

Riverside, California Apr. 2018 - PRESENT

STUDENT TECHNICIAN

• Model and edit 3D CAD files on MakerBot Print and Simplify3D software

Converted 3D print queue paper recording to online excel sheet making data input 2x faster

Bourns College of Engineering Computer Science Department

Riverside, California July. 2018 - Dec. 2018

Undergraduate Researcher

Investigated Vuforia's object detection application and its viability on the Hololens with Unity

Reported spacial mapping features and the ability to display depth/distance information for applications

Projects ____

ASUCR General Elections Portal

WEB APPLICATION

- Constructed a **bootstrap**ped-based web application for all of the 2018 ASUCR elections information
- Implemented JavaScript/JQuery for the frontend animations and dynamic content injections
- Supported a candidate pool of 60+ individuals, 20K+ student body and saved \$8K in unnecessary spending

RGear

WEB APPLICATION

- Built a web application for the 2019 RGear initiative that records student ID's through card swiping and manual input
- Employed React for front end interactive UI which was used by 4000 students and saved student body \$2k
- Expedited distribution process by 80%

MyShell

BASH SHELL

- Emulator of the Bourne Again SHell developed in C++
- · Implemented input and output redirection, chaining of command, and precedence set by parentheses

Extracurricular Activity _

2018-19 Outreach Chair, Association for Computing Machinery

2018-19 Marketing Fellow, Rose Hacks

2017 **1st Place Beginner's Bracket**, ACM@UCR Programming Competition