Software Engineer Intern Software Engineer Intern Software Engineer San Francisco, CA Authorized to work in the US for any employer Work Experience Software Engineer Intern Cisco Systems - San Jose, CA May 2018 to August 2018   Developed real time monitoring system to assess the health of the routing box during times of high duress   Created Linux kernel to dynamically elevate priorities of processes when scheduler latencies exceed a predefined threshold   Designed and implemented Linux scheduling algorithm for use with Cisco's switches Software Developer Golden Eye Autonomous Vehicle Club - Berkeley, CA August 2017 to February 2018   Developed algorithm for detecting lane marking with Hough transforms and dynamic thresholding   Implemented a system that combined YOLO and LiDar to detect objects and avoid them in real time   Designed a dynamic feedback system to control the car using Robot Operating System Content Engineer Intern More Equal Studios - Berkeley, CA May 2016 to January 2017   Designed an intuitive haptic feedback system based on velocity and direction of the controllers   Wrote custom physics simulations for game objects   Created gesture based control system with factors including head position, relative height to the ground, and cross product vector of hand positions Unity Developer Virtual Reality @ Berkeley - Berkeley, CA August 2016 to December 2016   Goal was to assist communication between paramedics and doctors in an intuitive manner using augmented reality   Created algorithm to identify dynamic geometric shapes using consumer grade sensors in real time   Created algorithm to identify human shape from colorized RGB-D images   Developed interface for doctors to see reconstructed body IOS Developer Mobile Developers of Berkeley - Berkeley, CA August 2015 to May 2016   Lead member of team, built an IOS App called Weav Social Media app designed to unite people at events. Users upload different types of media (photos,vidoes,music and poll questions) to a shared feed   Written in Swift, utilizes a Parse Backend   Wrote custom maps interface that allowed users to visually see nearby events by proximity iOS Developer Intern Core Mobile Inc - San Jose, CA May 2015 to August 2015   Developed the Patient Engagement application, which is used by surgeons and patients to schedule surgery and provide information about surgery   Designed personalized reminders to patients can keep track of medications, diet, and future appointments   Integrated Touch ID for patient privacy

and security Education Bachelor's in Mechanical Engineering University of California-Berkeley - Berkeley, CA August 2014 to May 2019 Minor in Computer Science University of California-Berkeley - Berkeley, CA August 2014 to May 2019

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