
Education

University of Illinois Urbana-Champaign, College of Liberal Arts and Sciences **2023-Present**
Bachelor of Science in Liberal Arts and Sciences in Statistics & Computer Science
Cumulative GPA: 3.98 / 4.00

Henry M. Gunn High School Palo Alto, California **2019-2023**
High School Diploma
Cumulative GPA: 4.33 / 4.00

Technical Skills

Programming Languages; Tools

Python, C++, C#, Rust, Bash, Sql; Git, \LaTeX

Experience

Maven Optronics **2024**

Software Engineer Intern — MES developer

- Implemented a materials **traceability** module for *manufacturing enterprise system* — sql and photo tracking barcode IDs of raw materials till assembled PCBA.
- Developed user interfaces to automatically generate IPQC reports summarizing thousands of products
- Automatic deployment of software releases via win32 installer (.msi) taking advantage of administrative installation across NAS server

University of Illinois **2024**

Physics Mechanics Learning Assistant

- Designed laboratory experiments according to ISLE guidelines and implemented at scale to target the cognitive dimension of Bloom's taxonomy.
-

Relevant Coursework

Computer Science *Introduction to Computer Science II; Computer Architecture; Systems Programming; Data Structures; Algorithms*

Education *Physics Pedagogy I; II*

Projects

Directle **2024**

English word game directing users to secret word through semantic relationships

- Calculated high dimensional vector space embeddings through word2vec algorithm for English vocabulary
- Developed *React* client querying *Postgres* vector database that guides users to discover hidden key

IVFish **2021-2023**

Autonomous Bot for playing online competitive modern Tetris

- Developed JS clients connecting to both 'tetr.io' hosted servers and Rust AI server
 - Implemented *particle swarm optimization* to return optimal tetris actions in microseconds
-

Interests

CS and Physics Education; Combinatorics and Graph Algorithms