

Education

B.A., Computer Science

UC Berkeley, May 2021

Relevant Coursework

The Structure and Interpretation of Computer Programs • Data Structures • Discrete Mathematics and Probability Theory • Great Ideas in Computer Architecture

Technical

Design

Fig • Photoshop CC • Illustrator • InDesign • Figma

Programming

React • React Native • Java • Kotlin • Javascript • Swift • HTML • CSS • JavaScript • Python • Firebase • Flask

Experience

Software Engineer Intern

● Crowdbotics June 2019 - August 2019

- Work closely with the team in early product phases to facilitate agile development methodology.
- Design, develop, and test new features for React project releases.
- Use React Native, Javascript and CSS to develop blueprints with React Cookiecutter of web app features allowing customers to add messaging (use a chat system in their app), import Google Calendar, configure push notifications, setup and verify promotional codes, add maps through Google Maps and navigate to destinations, use the camera through messaging, and finally account setup using Firebase.
- Perform debug and performance analysis of web app; i.e. fixed a bug in the web app's Heroku configuration of Docker server environment which increased app installation speeds by 12%, fixed a runtime issue with Crowdbotics' mobile app deployment using CircleCI's Local CLI feature which enabled perfect rendering of all blueprints.

Tech Project Lead

● Upsync Berkeley September 2018 - Present

- Led a team of 5 college students to develop the iOS app for Cambi, a merchandise app that grants users loyalty points from online purchases in local stores in San Francisco.
- Led training workshops in React, Swift and CSS for team and organization members.

● Better Sports Corporation August 2019 - December 2019

- Led a team of 6 college students in working with React development team of Better Sports, a Fantasy Sports and eSports betting app. Developed company's website (www.bettersports.com) using HTML, CSS and Javascript.
- Used React, Javascript and CSS to develop the frontend; helped plan and connect the GraphQL backend.

Academic Intern UC Berkeley Department of EECS December 2018 - May 2019

- Shadowed TAs in labs and office hours for CS61A: Structure and Interpretation of Computer Programs.
- Assisted students in course assignments in Python, SQL, and Scheme.

Projects

iClass @iOS DeCal

- iOS app built as a classroom necessity for students and professors that tracks attendance, location, questions and more. Developed the Swift frontend and Firebase backend.

BlueBook @Personal Project

- React Native app that combines 7 and counting blueprinted features for efficient app creation such as Google Maps, Camera, Login, Firebase and more. Developed using Javascript, Cookiecutter, Swift and Kotlin.

pHeed @nwHacks 2020

- React Native app that 'detoxifies' one's Twitter feed by analyzing all Twitter accounts a user follows and scans for negative tone and language using Google's sentiment analysis. Developed the React Native frontend and Kotlin backend.

Project SID @PennApps 2019 (Top 30)

- Project SID is an autonomous Tello drone swarm that uses Keras API to detect marine debris. I implemented the React frontend using Javascript, HTML and CSS and helped develop the Python Flask backend.