

## EDUCATION

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### University of California, Riverside

Riverside, CA

*Bachelor of Science, Computer Science* GPA: 3.84

**Projected Graduation:** May 2025

**Relevant Coursework:** Calculus I, Calculus II, Discrete Structures,  
Introduction to Data Structures I, II, III, Physics,

**Technical:** Java, C++, HTML, CSS

**Language:** English, Cantonese

## EXPERIENCE

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### ForUp

Los Angeles, CA

*Product Management Intern*

June 2023 - September 2023

- Shadowed a software engineer and product manager.
- Conducted research on potential Large Language Model(LLM) implementations based on the business approach of the start up company.
- Led the creation of a business strategy involving cost leadership amongst leading company competitors such as Synack and StackPath.

### Chapman University Research Internship

Fullerton, CA

*Research Intern*

April 2021 – August 2021

- Shadowed Professor Yu Xin Wen, who specializes in data science and data analytics in real world systems.
- Contributed to the research in the process of detecting defects in wafer maps during semiconductor manufacturing operations.
- Directed two other interns, by relaying and reviewing the information learned from Dr. Yu Xin Wen.

### Cal Poly Pomona STEAM Academy

Pomona, CA

*Student Intern*

June 2021 - August 2023

- Learned Java programming skills via the MIT Beaver Works curriculum.
- Executed an autonomous RACECAR program, devising an algorithm to refine navigation in complex environments.
- Collaborated with other interns and field employed CPP alumni to augment the algorithm's problem-solving capabilities.

## PROFESSIONAL AFFILIATION AND INVOLVEMENT

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### Career Cipher

*Officer*

- Managed the entire concept of the club, from the material presented to events being held.
- Directed and presented members with problem sets, puzzles, and computer science related concepts.
- Collaborated with other students to create real world applicable projects

## PERSONAL PROJECTS

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### Voice Command Chess

- Created a fully voice controlled chess game in collaboration with 3 other creators.
- Utilized voice command API to fully integrate a smooth algorithm that interacts with the initial chess algorithm.
- Implemented HTML/CSS counterpart to run the application on a web browser.
- Application is currently being updated

### Tic Tac Toe Game

- Simple tic tac toe game that utilizes linked list implementation
- Game is fully terminal based
- Planning to add AI implementation that never loses(ties at best)