

## Education:

**B.S. Computer Science, University of California, Los Angeles**  
GPA: 3.78, Dean's Honors List

Expected Graduation: June 2022

**Notable Courses:** Data Structures and Algorithms, Operating Systems, Computer Networks, Programming Languages, Software Engineering, Databases Systems, Web Applications, Machine Learning, Artificial Intelligence

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## Skills:

**Programming Languages:** C, C++, Java, JavaScript, TypeScript, Python  
**Technologies:** Linux, Git, Bash, Docker, Google Cloud Platform  
**Web Development:** React.JS, Angular.JS, Node.JS, HTML, CSS  
**Database Systems:** MySQL, Sqlite, MongoDB

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## Work Experiences:

**Incoming Software Engineering Intern, Okta, Inc.**  
**Full Stack Developer, Daily Bruin DevOps Team**

**starting June 2021**  
**January 2021 – present**

- Implemented backend component of large scale equipment checkout system for hundreds of students and administration members at UCLA using **JavaScript** through **Firestore Realtime Database**
- Organized structure of database, including hundreds of users of varying levels of access
- Designed and implemented detailed admin dashboard detailing checkout transactions using **React.JS**

**Research Assistant, Center for Vision, Cognition, Learning, and Autonomy at UCLA**

**June 2020 – September 2020**

- Utilized deep learning models to accurately predict, transform and combine meshes from skeletons of SMPL body and MANO hand models from a limited set of vertices in a GTA environment using **TensorFlow** and **PyTorch**
- Taught model to respond to external environment and adapt pose based on external objects and/or constraints

**External Vice President, IEEE Student Branch at UCLA**

**May 2020 – May 2021**

- Co-directed IDEA Hacks 2021, UCLA's largest hardware hackathon with over 100 participants
  - Led 6 committees of over 30 members throughout summer 2020 and used communication and leadership skills to successfully execute hackathon remotely
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## Projects:

**Benky (2020)**

- Studying tool created to help students test their knowledge of concepts learned in class with various practicing and testing functionalities. (ReactJS, NodeJS, Express.js, MongoDB, Material UI)

**Night in the Diner (2020)**

- Interactive escape room game where the player must find clues hidden throughout the custom room environment and complete various tasks to escape. (JavaScript, WebGL, Blender, Adobe Illustrator)

**IEEE OPS Capstone (2019)**

- Car that navigates through a complex maze via controller connected by radio, with PCB components designed through EAGLE. (Arduino, IMU, Radio, PCB Design with Eagle)
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## Clubs and Organizations:

**Daily Bruin (2021 - present)**

- DevOps Intern (2021 - present)

**Institute of Electrical and Electronic Engineers at UCLA (IEEE at UCLA) (2018 - present)**

- External Vice President (2020 – 2021)
- Publicity Chair (2019 – 2020)