

Education:

B.S. Computer Science, University of California, Los Angeles

Expected Graduation: June 2022

GPA: 3.73, Departmental GPA: 3.86, Dean's Honors List

Courses: Data Structures and Algorithms, Algorithms and Time Complexity, Logic Design of Digital Systems, Operating Systems Principles, Computer Graphics, Computer Network Fundamentals, Programming Languages, Machine Learning, Artificial Intelligence

Skills:

Programming Languages: C, C++, Java, JavaScript, Python, HTML, CSS

Technologies: Linux, React.JS, Node.JS, Git

Design Software: Adobe Illustrator, Figma, Adobe XD, Inkscape

Other skills/Experiences: Graphic Design, Languages: Mandarin (Proficient), Japanese (Intermediate)

Work Experiences:

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

June 2020 - present

- 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 (Python)
- Taught model to respond to external environment and adapt pose based on external objects and/or constraints

Frontend Designer, The Good Fridge Project at Creative Labs at UCLA

April – August 2020

- Designed a complex mobile app that helps users record their shopping lists and gain recommendations for more environmentally friendly and sustainable options (Figma)

Instructor, iD Tech Camps

June - August 2019

- Created lesson plans and taught C++ and Java to high school students in an 8 hr/day intensive summer program (C++, Java)

Projects:

Flare (2020) (in progress)

- 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. (WebGL, Blender, Adobe Illustrator)

Task Helper (2019)

- Android mobile app that allows users to keep track of their daily tasks. (Kotlin, SQLite)

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)

Clubs and Organizations:

Creative Labs at UCLA (2020 -)

- Frontend Designer (2020-)

IDEA Hacks: UCLA's Hardware Focused Hackathon (2018 -)

- Team Captain (2020-)
- Design Lead (2019 – 2020)

Institute of Electrical and Electronic Engineers (IEEE) (2018 -)

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