

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, Algorithms, Operating Systems, Computer Architecture, Computer Networks, Programming Languages, Computer Graphics, Machine Learning, Artificial Intelligence

Skills

Programming Languages: C, C++, Java, JavaScript, Python, Kotlin

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

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

Work Experience

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

Jun 2020 – present

- Utilized deep learning models to efficiently and accurately predict, transform and combine meshes from skeletons of SMPL body and MANO hand models from a limited set of vertices from a GTA environment (Python, PyTorch)
- Taught model to respond and adapt to external environment based on external objects/constraints

Instructor, iD Tech Camps

Jun – Aug 2019

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

Projects

Benky (in progress, formerly named Flare)

2020

- Created a studying tool to help students test their knowledge of concepts learned in class with various practicing and testing functionalities, built with **React** and designed with **Material UI**
- Developed an efficient RESTful API that utilizes **Express.JS** and **Node.JS** and a NoSQL **MongoDB** database deployed with Heroku and MongoDB Atlas

Night in the Diner

2020

- Worked collaboratively on an interactive escape room game developed with **JavaScript** and **WebGL** with hidden clues in a custom environment that must be toggled with to escape
- Modeled and designed objects in room environment using Blender and Adobe Illustrator

Arduino Radio Car

2019

- Car that navigates through a complex maze via radio controller connected by radio, with PCB components designed through **EAGLE** with functionality implemented with **Arduino**

Clubs and Organizations

IDEA Hacks: UCLA's Largest Hardware Hackathon (2018 – present)

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

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

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