

Objective:

A challenging summer intern position where I can utilize my problem-solving skills, punctuality, and communication skills to further develop my knowledge and abilities in the field of computer science and engineering.

Education:

BS Computer Science, University of California, Los Angeles
GPA: 3.69, Departmental GPA: 3.86, Dean's Honors List

Expected Graduation: June 2022

Courses: Data Structures and Algorithms
Algorithms and Time Complexity
Software Construction Laboratory
Computer & Computer Systems Architecture

Logic Design of Digital Systems
Operating Systems Principles
Computer Graphics
Programming Languages

Skills:

Programming Languages: Java, C, C++, Python, HTML, CSS, JavaScript, React.JS, Node.JS, Kotlin

Technologies: Linux, Android Studio, Regex, Bash, Git, Shell Scripting

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

Other skills/Experiences: Graphic Design, Eagle Scout (Boy Scouts of America), Languages: Mandarin, Japanese

Work Experiences:

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
- Encouraged students to think critically and learn the fundamentals of computer science

Teaching Assistant, Growing Tree Learning Center

June - August 2018

- Assisted teachers and faculty at a preschool while developing leadership and problem-solving skills
- Taught children Chinese, English, and Math classes

Intern, StrongAuth, Inc (now Strongkey)

June - July 2017

- Wrote test classes in Java to verify correctness of complex two part authentication system

Projects:

Night in the Diner (2020)

- Interactive escape room game where the player must find clues hidden throughout the room and escape. (WebGL, Blender, Adobe Illustrator)

Task Helper (2019)

- Android CRUD mobile app that allows users to add, edit, and delete tasks. (Kotlin, SQLite)

Zombie Dash (2019)

- Multi-level game where the player navigates through a map to avoiding hitting zombies, while using different items to kill zombies and remove them from the map (C++)

IEEE OPS Capstone (2019)

- Car that navigated through a maze via controller connected by radio. (Arduino, IMU, Radio, PCB Design with Eagle)

Silent Security (IDEA Hacks 2019)

- Two-part hardware project connected via Bluetooth. If one senses movement, the other vibrates uncontrollably until a fingerprint sensor shuts the vibrator off. (Arduino)

Clubs and Organizations:

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

- Design Lead (2019 - present)

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

- Publicity Chair (2019-)