

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

Skills:

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

Work Experiences:

Software Simulation Engineering Intern, Waymo
Software Engineering Intern, Okta, Inc.

September 2021 - present
June 2021 – September 2021

- Constructed efficient report that tracks duplicate instances of login credentials among users within organizations, performing large **SQL** queries for tables with millions of rows and building endpoints and report in **Java**
- Implemented features that prevented the creation of app users with identical credentials for downstream apps, impacting hundreds of customers and many more app instances within their organizations

Full Stack Developer, Daily Bruin DevOps Team

January 2021 – present

- Implemented backend component of equipment checkout system for hundreds of students and administration members at UCLA using **JavaScript** through **Firebase 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

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)

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)