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EDUCATION

San Jose State University

Aug 2011 - May 2016 Minor Computer Sci Minor Mathmatics B.S Civil Engineering Dean's List Honorary

App Academy

Mar 2017 - Jul 2017 Web-Development

SKILLS

FRONT-END

React Redux VueJS D3

BACK-END

Ruby on Rails PostgreSQL NodeJS ASP.NET Azure AWS

Languages

C# Ruby JavaScript Java Friendship

CERTIFICATES

AWS Associate Developer Engineer-In-Training (EIT) Google Analytics

PROFESSIONAL EXPERIENCE

FULLSTACK SOFTWARE ENGINEER

DEPARTMENT OF PUBLIC WORKS - SAN FRANCISCO, CA, JUNE 2016 - MARCH 2017

- Conceptualized, designed, and built user and staff friendly automation websites
- Saved 160 weekly staff-hours by overhauling all procedures and systems to tailored digital alternatives

STRUCTURAL ENGINEER-IN-TRAINING

UMERANI ASSOCIATES DRAFTING DEPT. - PALO ALTO, CA, JUNE 2014 - SEPTEMBER 2014

- Modernized a library of macros for efficiency using AUTOLISP, shaving an average of 20 minutes each time a new .dwg file is created
- Demonstrated efficiency by writing scripts that computed complex calculations

SOFTWARE ENGINEERING PROJECTS

Cloud Casts

React, Redux, Ruby on Rails, PostgreSQL, ES6

- Developed a fully-featured podcast site that fetches live data for searching, browsing, and playing podcast episodes in real-time
- Designed an original, mobile-responsive UI/UX with modular screen layouts
- Implemented an image sampling algorithm that derives contrasting colors to dynamically generate asthetically pleasing color pallets

SF Subdivision Application System

ASP.NET Core, Entity Framework, Identity Framework, Code-First Workflow

- Self-taught in ASP.NET with Identity and Entity Code-First Frameworks in 5 days
- Standardized an online application system resulting in the completion of 3 months of backlogged projects within a timespan of week and a half.
- Converted a total of eight applications and 64 highly modular forms, all redesigned for a mobile-responsive and streamlined experience deployed on Azure Cloud.

Synapsis, Machine Learning Visualization

JavaScript ES6, Vue, D3, Webworker

 Implemented and visualized a convolutional neural network that learns how to recognize handwriting from from the MNIST dataset

Procedural Level Pathfinder

• Implemented and depicted the Cellular Automa level generation algorithm, Polygon Addition and Subtraction algorithms, Concave Mesh generation, and A* Pathfinding

Data-Structures in 1000 words

• Implemented interactive animations for 12 essential data-structures often taught in upper-division CS classes (in-progress)