

EDUCATION

University of California, Berkeley

Electrical Engineering & Computer Science 2018

SUMMARY

I am self-driven, dedicated, a team player, and a quick learner. I am willing to learn anything necessary to get the job done. I like to code for fun, participating in hackathons and competitions such as USACO (gold medalist), and working on several personal projects (below!). I like to spend my free time rock climbing and singing.

SKILLS

LANGUAGES: Java, C#, Python, C, HTML/CSS, JavaScript, PHP, Scheme

SELECTED COURSES: Data Structures, Machine Structures, Database Systems, Efficient Algorithms, Data Science, Computer Security, Artificial Intelligence, Operating Systems

WORK EXPERIENCE

APPTIO

Software Development Intern

May 2015 to Current

I worked on two main projects. The first was a complete revamp of the healthcheck system, transitioning from Pingdom to an internal logging utility backed by Splunk. The second was integrating Google BlobStore in order to better utilize Google's cloud services. Required knowledge: Java, JavaScript, shell scripts, Splunk, JSON.

SCIENCE INFINITY

Founder

Aug 2011 to Current

I am the founder of Science Infinity, a nonprofit organization aimed towards broadening the academic horizons of elementary and middle school students. Science Infinity has experienced explosive growth, comprising of hundreds of students in 5 states. Members consistently win at national-level competitions. I coordinated weekly meetings, managed a large volunteer pool, and helped host state-level chapters of competitions such as You Be The Chemist! and North South Foundation.

BSD CAPITAL CONSTRUCTION MANAGEMENT

Management Intern

Oct 2013 to Apr 2014

I was mentored by several architects and engineers (electrical, structural, mechanical, etc.) in project management and other concepts. I also participated in design, permitting, and bidding processes for Odle Middle School.

METACAPTCHA

Software Security Intern

May 2013 to Sep 2013

MetaCAPTCHA is an anti-spam service designed to protect web applications by employing metamorphism borne from the use of both CAPTCHAs and proof-of-work puzzles. I primarily worked on integration tools as well as a solution to replay attacks. I presented my work at the 2013 ASE Symposium. Required knowledge: PHP, JavaScript, Linux-based systems.

SELECTED PROJECTS

GITLET

A basic version of a popular version control system, Git, implemented from scratch in Java. Employs SHA-256 hashing and GZip compression, and includes features such as merge, interactive rebase, remote push/pull etc.

WORDAMENTPLAYER

I used Java and JNA to write WordamentPlayer, a bot designed to play Wordament, an online Boggle-like game in which players compete to find the most words in a 4x4 board.

TOGGLE

Toggle is a combination between the games Tetris and Boggle. Required knowledge: JavaScript, HTML, CSS.