

Education

Vanderbilt University

Graduation: Dec. 2020

B.S. Computer Science, Mathematics, Minor in Scientific Computing

GPA: 3.75 / 4.00

Relevant Coursework: Data Structures, Computer Graphics, Discrete Structures, Web Development, Operating Systems, Nonlinear Optimization, Mathematical Data Science, Cloud Computing

Technical Skills: C++ (3 years), Python, C#, Unity, JavaScript, HTML & CSS, React, React Native

Experience

Teaching Assistant / Vanderbilt University School of Engineering

Jan. 2019 – Dec. 2020

- Worked as TA for Discrete Structures, Operating Systems and currently for VR for Interdisciplinary Apps.
- Partnered with students on individual and small group basis to help with learning & assignment questions.

Undergraduate Researcher / Vanderbilt University School of Engineering

Jun. 2019 – Dec. 2020

- Researched at Vanderbilt LiVE Lab on AR & VR studies.
- Developed Unity applications to assess human perception in AR through Microsoft HoloLens.
- Created a VR solution to process and display stereoscopic images for public use and research purposes.

Software Engineer / Eddify Co.

Jul. – Aug. 2020

- Worked as fulltime SWE at Eddify Co., a young startup, on its mobile application named Airsip.
- Pushed the app to its MVP release with the technical team.

Projects

CLI for Image Processing / C and C++ based command line interface

Jan. – May. 2019

- Personal project. An OpenGL based image processing CLI built from scratch. Its functionalities include:
 - Reading, parsing and displaying TIFF binary files.
 - Manipulating images through discrete convolution filters.
 - Drawing geometric shapes on black canvas and changing their 3D transformations.
 - Rendering ray-traced images of 3D geometric shapes with different color & texture properties.
- GitHub repository made private due to Vanderbilt Honor Code Policy.

NaturalScene & NarrowingWalls / Unity C# projects for Microsoft HoloLens

Jun. – Nov. 2019

- Two separate personal projects for assessing human perception abilities in AR.
- Both projects implement a full set of experimental protocol, consist of virtual objects that change behavior on voice commands, interactive buttons and floating text UI to indicate data or status.
- Both projects were supplied to the University of Utah Department of Psychology for testing and are available on GitHub at github.com/VanderbiltLiVELab.
- [Paper](#) was submitted to IEEE VR 2020 conference and published on IEEE Xplore.

Digital Cultural Heritage / Python & Unity project for Oculus VR

Jan. 2020 – Present

- Ongoing personal research project aimed to raise public awareness and aid researches on historic stereoscopic images primarily made in mid-19th and 20th centuries.
- Convert stereoscopic images to VR-compatible Unity scenes with trained faster R-CNN model.
- An Oculus Store / Steam VR version of this project is due for public release in the near future.

Airsip / React Native application for iOS & Android

Jul. – Aug. 2020

- A forum app aimed to provide first-gen low-income students valuable info on college environments.
- Users are allowed to ask questions in text and receive answers in the form of short videos.
- Worked on user-side input validations, UI adjustments and code refactoring with better libraries.