

## EDUCATION

### **B.Sc: Computer Science, Minor in Mathematics**

**SEP 2017 – MAR 2020**

Portland State University – Portland, OR

- Honors: *summa cum laude* (GPA: 3.93/4.0)
- Coursework highlights:
  - Internetworking Protocols, Computational Structures, Advanced Programming w/ Java, Applied Statistics for Engineers, Cryptography

## CERTIFICATIONS

### **Building Scalable Java Microservices**

**APR 2020**

with Spring Boot and Spring Cloud

## WORK EXPERIENCE

### **Software Developer Intern**

**MAY 2019 – AUG 2019**

#### **Google Summer of Code 2019**

Computational Geometry Algorithms Library (CGAL)  
Project – Portland, OR (Remote)

C++ 11, OOP, Quadratic  
Programming, Generic  
Programming

- Developed the Generalized Global Regularization package for CGAL under the supervision of Dr. Dmitry Anisimov
- Implemented the shape regularization algorithm for the application of various geometric primitives based on user-defined types of regularization and methods for querying neighbors
- The package comes with classes that work on 2D segment sets

## CAPSTONE PROJECT

### **Perception: Closed Captioning Project for** **Amazon Web Services Elemental Live**

**JUN 2019 – DEC 2019**

Python 3.7

- Headless web application for encoding caption data to CEA-608 byte pairs and logging the data as JSON to a file
- Carried out research, design and development as part of an Agile team
- Main researcher of CEA-608 in a 8-member team
- Created byte pairs by hand, as well as programmed the core functionality for constructing byte pairs

## SKILLS & QUALIFICATIONS

- **Programming Languages:** C, C++, Java, Python, JavaScript, R, Bash, SQL
- **Databases/DBMS:** MySQL, PostgreSQL, Cloud SQL
- **Tools:** git, vim, gcc, g++, gdb, valgrind, make, cmake, doxygen, junit, maven, mockito, Javadoc, Java EE, Google Cloud, Spring Boot
- **Operating Systems:** UNIX/Linux, macOS, Windows, xv6
- **Proficient in:** Object Oriented design, generic programming, Test Driven Development, REST, TCP/IP
- **Familiar with:** Quadratic programming, Boost C++ library, socket programming, multi-threading, concurrency control, microservices