

Education

Bachelor of Science, Computer Science
University of California, San Diego

Sep 2013 - Jun 2017

• Course work related to field

- **CSE 170 Interaction Design:** Introduces fundamental methods and principles for designing, implementing, and evaluating user interfaces.
- **CSE 187A Usability and Information Architecture:** Examines the cognitive basis of successful web and multimedia design.
- **CSE 110 Intro to Software Engineering:** Introduction to the process of real world software engineering from planning, design patterns, testing, and implementation of a product through agile methodologies.
- **CSE 124 Networked Service:** Learn about the architecture of modern networked services, including data center design, enterprise storage, fault tolerance, and load balancing
- **CSE 101 Algorithm Design and Analysis:** Learning about graph theory algorithms, such as Prim's and Kruskal's, and greedy algorithm techniques such as divide and conquer. Then apply these algorithms to solve problems faced in Computer Science.

Skills

Programming Languages

- React.js
- Javascript/ JQuery
- HTML5/CSS3/SCSS
- Java

Tools

- Sketch 3
- Photoshop & Illustrator
- Android Studio 2.0

Work Experience

• Front End Web Developer at Voyager Media Network

Jul 2016 - Nov 2016

- Optimized maintainability of 7 sites by moving all sites under one parent theme using SASS and PHP.
- Implemented and optimized site speed through image optimization using SASS, Cloudinary.js, and jQuery.
- Develop and implemented features for A/B usability split testing to see which changes increases user session and interactivity using jQuery, PHP, and SASS.

• CSE30 (Computer Organization and Systems Programming) Tutor

Jun 2016 - Aug 2016

- Tutored for Professor Paul Can for Summer Session 1.
- Helped students with their SPARC assembly programming assignments, or any questions regarding class material, during lab hours.
- Test exams and quizzes for accuracy and representation of material taught in lecture.

• Front End Android Developer at Hush

Mar 2015 - Jun 2015

- Worked with a small team to develop the front end of the Android app for their smart bluetooth earplugs — which was successfully funded on Kickstarter.
- Redesigned the iOS app with Android Material design language using Sketch 3 prototyping design suite.
- Implement the front end of the app, along with two other teammates, using Android Studio, Java, and XML

Projects

• Dine. "Eating out, Better" (Web)

Dec 2016 - Mar 2016

- This is a web app that aggregates the menus of local restaurants giving diners reviews for each item on the menu, pricing, and descriptions.
- HTML, SASS, React, and React Router.

• Stylo (Web)

Sep 2016 - Nov 2016

- Stylo was a class group project for CSE 170 which aimed to help people with busy mornings become more productive by suggesting items they need to bring based on their todo schedule. This project was done in a group of 3 people. I aided in leading the team, writing the front end and backend, as well as teaching my partners (who were not CSE majors) how to code.
- This project was written with HTML, SASS, Handlebars.js, Express, Node.js, and jQuery.

• Free Food Finder (Android)

Sep 2015 - Dec 2015

- This was a group project an Intro to Software Engineering course. I worked on a team with 4 other members and did the front-end development along with one other partner, and the other 3 did back-end development.
- Built using Java, XML, Google Maps API, as well as Parse for the database.
- The requirements of the project was to use good software development process throughout the project until our customer was satisfied with the final product. A lot of the struggles were iterating through features and removing the ones that didn't work and improving the ones that did work.