I am a recent Computer Science graduate with experience working as an independent software engineer developing and deploying custom web applications for clients using many tools and frameworks including Django, React.js, Next.js, Bootstrap, PostgreSQL, and more. I am looking for an opportunity to work as a Software Developer.

**Education**

B.S in Computer Science | University of San Francisco, August 2023

**Relevant Coursework:** Computer Architecture, Operating Systems, Programming Languages, Machine Learning, C and Systems Programming, Data Structures and Algorithms, Vector Calculus, Video Game Development, Game Level Design

**Skills**

**Languages:** C, C++, Java, C#, JavaScript, Python, HTML, CSS

**Frameworks and Libraries:** Django, Next.js, React.js, Node.js, ASP.NET, Blazor, Bootstrap

**Databases:** PostgreSQL

**Other:** Git, Docker, AWS, Vercel, Linux, NextAuth, Unreal, CMake, Postman, Heroku

**Work Experience**

Freelance Application Engineer| August 2023-Present

**AAPI Coalition -** Richmond, California

**Tools Used: Django, React.js, Next.js, NextAuth, PostgreSQL, EC2, RDS**

Designed and developed an outreach tracking and reporting system intended to track programs/projects and their respective activities carried out at the community level. This system also included budget tracking and generated reports that gave users insights into how their projects were going.

**Client: Center for Empowering Refugees and Immigrants - Oakland, California**

**Tools Used: Django, React.js, Next.js, NextAuth, PostgreSQL, EC2, RDS, Salesforce CRM**

* Designed, developed and maintained a system for data collection, tracking and management. The application’s functions/features consist of, but are not limited to the following:
  + An Outreach and Expenses tracking system
  + A report system that allows users to view analytics on expenses incurred by certain projects/activities, etc.
  + Management of resources intended to serve the community
* Provided technical support with use of the Salesforce CRM

**Projects**

Master Class Project | Developer, January 2023-May 2023

**Tools Used: PostgreSQL, Node.js, Express, React.js, Next.js, NextAuth, EC2, S3, RDS, Docker**

* Developed a web application for course instructors and students to be able to communicate with capstone project sponsors more conveniently
* Used Node.js, React.js, and Next.js frameworks to develop app, deployed database to RDS and RESTful API to an EC2 instance

Heap Memory Allocator | Developer, January 2023-May 2023

**Tools Used: C, xv6, gdb, git, RISC-V architecture**

* Developed a malloc() implementation inside the xv6 operating system that used a doubly linked list to string together blocks of free and used memory
* Each block of memory would be preceded by a 32-byte header with information relevant to the block, and memory would be used conservatively so that no more memory was allocated than necessary

Rue | Developer, August 2021-December 2021

**Tools Used: Niagara, Perforce, Blueprints, Behavior Trees, Blender, Unreal Engine**

* Worked more with Niagara, particle systems and materials. Developed an extensive array of gameplay tools for the player controller including but not limited to wall running, ziplining, aerial takedown etc.
* Had access to Perforce so I was able to connect the various levels of different team members as one project and learned how to navigate the tool efficiently.