

Seeking opportunities in Software AI and Game Development

Education

2020–2024 **Fifth-Year Computer Science Graduate Student**, *California Polytechnic State University, San Luis Obispo, CA*
Expected Graduation: December 2024

Experience

2021–2023 **Software Engineer Intern**, *Collective[i]*
Year-Round Worked on a scrum team of professional front-end engineers, used Node API endpoints created by our back-end team, and Angular, to develop a web application according to requirements defined through tickets in Jira. (To be competitive with Salesforce)

2023 **UI/UX Developer**, *Codenames AI Senior Project*
January–June Engineered an AI-integrated Codenames game application by leading front-end development with SolidJS, establishing real-time communication via WebSockets, and delivering a responsive interface with HTML and Bootstrap to enhance bot development.

2016–2019 **Web Development Intern**, *Berkeley Engineering and Research Inc. (BEAR)*
June–August Developed website, web app, and database, currently utilized by all company employees, for tracking employee work time using HTML, CSS, JavaScript, PHP / Django, and SQL.

2015–2017 **Senior Intern**, *TechHive: Lawrence Hall of Science, UC Berkeley*
June–August Mentored teens in basic robotics and programming. Designed and constructed Arduino robots with reclaimed materials to be used in the Robot Petting Zoo exhibit, and later on, a Halloween VR exhibit.

Leadership

2020–Present **Creator, Administrator, Programmer**, *Discord Server & Bot for Cal Poly Computer Science*
Year-Round Created a Discord Server used by over 850 Cal Poly CS, SE, and CPE students to discuss courses, socialize, and have fun. Developed and maintained a Discord.js Bot in JavaScript to manage roles, channels, and permissions across the server. Administrated the server according to a set of guidelines to ensure student safety and satisfaction.

Community Service

2020 **Designer and Printer**, *3D Printable Document Camera for Bay Area Teachers*
March–July Designed, modeled, and printed (on request) 3D printable document camera smartphone holders for teachers in the Bay Area. Shared design publicly for autonomous printing.

Technical Skills

Certifications

Certified SolidWorks Associate

Software & Programs

Bash, Unity, Vim, VSCode, SolidWorks

Languages

Python, Java, JavaScript/TypeScript, HTML/CSS, Angular, React, C, C++, C#, PHP, SQL

Currently Learning

Mojo, Rust, SolidJS, and Websockets