

🎓 EDUCATION

- Third year **Computer Science (B.S.)** major at UC San Diego (**3.8 GPA**, expected graduation in **September 2024**)
- Relevant coursework:
 - Data Structures/Algorithms in Java, C, C++, and Assembly
 - Software Engineering and Web Development (Agile, HTML/CSS/JS fundamentals)

✂ PROJECTS

Minesweeper

React

Next.js

Tailwind

MySQL

[Repo](#)[Site](#)

Sep - Oct 2023

- Used **React** and Typescript with **Immer Reducers** to create a robust and performant Minesweeper game
- Allowed players to switch between difficulties and save their high scores using the **localStorage** API
- Leveraged Prisma and Next.js Server Actions with **MySQL** to create a global leaderboard with end-to-end typesafety

donequick

SvelteKit

Firebase

realtime

[Repo](#)[Site](#)

Aug - Sep 2023

- Used Firestore (**noSQL**) to create a lists app with optimistic updates, reordering, infinite nesting, keyboard shortcuts, and **real time collaboration**
- Used Firebase **Auth** to sync user data to the cloud and let users invite each other by email
- Leveraged Firebase **Security Rules** to support secure client-side database queries and list sharing

MCSR Ranked Stats

SvelteKit

Tailwind

data vis

[Repo](#)[Site](#)

Mar - Jun 2023

- Consumed a **REST API** to make interactive **data visualizations** that let competitive Minecraft speedrunners (MCSR) understand and share their matches
- Used **Tailwind** in combination with **JavaScript media queries** to offer a highly responsive UI
- Wrote a number of algorithms that parse and summarize raw match data to allow for more intuitive visualizations
- Serves **400+ visitors** and **4,000+ page views** per month

UCSD Courses

SvelteKit

Python

[Scraping repo](#)[Site repo](#)[Site](#)

Jan - Mar 2023

- Scraped **6,888** UC San Diego course descriptions across **82** department pages, as well as **179** major codes & names
- Leveraged **Python/BeautifulSoup** to parse, clean, and **interlink** the courses, and to **generate Svelte markup**
- Designed and created a new course catalog that lets users search for departments, share links to course descriptions, hover over major codes for details, and click any mention of a course to jump to its description

Joyspring

Godot

game dev

[Repo](#)[Site](#)

2020 - 2021

- Lead the development of a 2D platformer "Joyspring" over the course of 2 years
- Created a complex **finite state machine** to control player movement mechanics; used **Perlin noise** and **exponential decay** to create custom visual effects; helped design **50+** levels; integrated custom music, SFX, and artwork from team members
- Received **50,000+** downloads and **70+** positive reviews on Steam
- Used Joyspring to teach the Game Development Club in person and online as **Vice President** of the club

PiggyBank

Figma

UX design

[Figma File](#)[Prototype](#)

Aug - Oct 2023

- Worked with a team to design and prototype a bill-splitting mobile app targeted towards college students
- Executed the entire **design process**, performing user research, visual design, prototyping, user testing, and iteration
- Leveraged **Figma** components and styles to foster productive workflows and fast iterations

💡 SKILLS

Languages

HTML, CSS, JavaScript

TypeScript

SQL

Python

Java

C, C++

Go

Frameworks/Libraries

React

Next.js

Firebase

Tailwind

Svelte, SvelteKit

Prisma

BeautifulSoup

numpy, pandas, matplotlib

Godot

Other Tools

Git, GitHub

Figma

Notion

LaTeX

R

MATLAB