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Experience/Skills

- Vice President of the Foothill High School Game Development Club (2020-21)
- Lead developer of the club's platformer game Joyspring (2020-21)
 - 1 year with Godot and GDScript (game engine)
- Java, Python, C/C++, Golang, SQL
- 6 months web development
 - HTML, CSS, Javascript, Typescript, Svelte/SvelteKit
- Advanced data structures/algorithms knowledge

Projects

- [MCSR Ranked Stats](#) (March 2023 - present)
 - Used a third-party MCSR (Minecraft Speedrunning) Ranked API to make a responsive stats viewer
 - Received 400+ visitors
- [UCSD Courses](#) (January - March 2023)
 - Scraped 6,888 UCSD courses across 82 pages
 - Used 500 lines of python to parse, clean, organize, and interlink the courses
 - Used SvelteKit and Tailwind to build a better UCSD Course catalog that allows you to click between courses/departments and share links to specific courses more easily than the original
- [Joyspring](#) (2020 - 2021)
 - Worked in a small team to create a 2D platformer "Joyspring" over 2 years
 - Received 50k+ downloads with 80% positive review rate
 - Taught the Game Development Club how to make games in person and online, using Joyspring

Education

- Third year Computer Science major at UC San Diego (3.8 GPA)
- Relevant Coursework:
 - Data Structures and Algorithms in Java
 - Data Structures and Algorithms in C and Assembly
 - Advanced Data Structures and Algorithms in C++
 - Software Engineering and Web Development
 - Theory of Computation
- Inspirit AI Scholar 2020 - Completed 4-week artificial intelligence intensive course taught by Stanford alumni. Developed an algorithm to detect fake news and an algorithm to identify unhealthy lung scans.