

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science GPA: 3.84/4.0

Irvine, CA

2019-Present

City College of San Francisco

Associate Degree for Transfer in Mathematics GPA: 3.80/4.0

San Francisco, CA

2017-2019

- **She Who Codes Club Treasurer:**

- **Events:** Organized technology field speaker events on campus and participated in SF Hacks and Flutter WWC hackathons and conferences (e.g., Oracle OpenWorld 2018, Developer Weeks).
- **Club Webpage:** Implement club webpage with information about past events and contact information, meeting time, and mission of our club.

PROJECTS

Fabflix

Full Stack Web Application

UC Irvine, CS122B

Apr 2021 - Present

- **RESTful API:** Implement RESTful API with JavaServlet, MySQL database management, Apache Tomcat for deployment, and AWS instance as server.
- **JavaScript:** Implement with JavaScript, using AJAX for HTTP Request to the back-end server.
- **Android App:** Integrate to Android platform using Java, App includes Fuzzy Search, Full-Text Search, and auto-complete.
- **User Validation:** Increase scalability and security by adding reCAPTCHA, sessions, encrypted password and HTTPS.

Let's Fika

Capstone Project

UC Irvine, CS180

Jan 2021 - Present

- **NodeJS:** Implement with RESTful API with NodeJS, MongoDB Atlas for database management, and Heroku for deployment.
- **React:** Implement with React for both user flow and administration content management.

Pixel Jump

Project in Artificial Intelligence with Malmo

UC Irvine, CS175

Oct 2020 - Dec 2020

- **Deep Reinforcement Learning:** Jumping game simulation using Malmo. The agent learns from the reward system based on its actions. The environment is difficult with enormous action space in which the agent can choose the initial velocity and degree from a range of continuous data points.
- **Proximal Policy Optimization:** The algorithm makes updates based on the transitions that were obtained by the current policy and is used in the agent's decision for better performance.
- **Classical Mechanics:** Jumping simulation is based on the 3D projectile motion calculation.

EXPERIENCE

CCSF CS Department

Teacher Assistant

San Francisco, CA

Aug 2018 - May 2019

- **Python Tutoring:** Assisted students with basic Python syntax.
- **Java Tutoring:** Held office hours for tutoring students in Java fundamental concepts like inheritance and polymorphism.
- **Assignment Grading:** Graded student's homework assignments both in Java and Python courses.

SKILLS

Languages: Java, Python, C++, C, SQL

Technologies: NodeJS, React, PPO, MongoDB, Flask