Education

University of California, Irvine

2013 - March 2018

BACHELOR OF SCIENCE, INFORMATICS

Cumulative GPA: 3.4

- Emphasis in Software Development and User Experience Design
- · Coursework: Databases, Data Structures and Algorithms, User Interaction Software, Senior Capstone Design

Experience _____

Lab Tutor January 2017 - Present

UCI Information and Computer Sciences

Irvine

Irvine

- Guide students through Data Structures and Algorithms lab assignments in a setting of 40+ students
- · Provide student feedback to the professor and TA to improve lab sessions

iOS Developer December 2016 - Present

UCI SCHOOL OF MEDICINE

- · Developing an iOS application using AVFoundation to mitigate the ringing sound of Tinnitus
- Creating an interface using Firebase to fetch sound files from Google Cloud Storage to persistent local data storage
- Designing the code architecture through requirement elicitation with doctors

Cofounder January 2016 - January 2017

ROHM Irvine

- Rewrote over 4000 lines of front-end code in Swift and completed documentation from legacy iOS codebase
- · Created internal Agile framework for team to prioritize features, reducing development cycle into 1 week sprints
- · Implemented lean startup techniques and conducted 20+ user interviews to discover problems and create solutions, cutting down 2 months of development time

Projects

calorui July 2016 - Present

INDEPENDENT DEVELOPER Irvine

· Developing a mobile fitness application for iOS and Android using React Native and Firebase

iXercise March 2016 - June 2016

UCI

- Conducted interviews and extracted requirements with doctors to build a web administration system for an exergame that supports the rehabilitation of recovering leukemia patients
- Tested prototype designs with medical staff, performed modifications, and retested those modifications
- Learned to create a secure, user-centered application using Node.js, MongoDB, and D3.js

paso April 2016

LAHACKS Los Angeles

- · Collaborated with business students to extract requirements to develop a fitness iOS application that donates a set amount of money to charity once the user walks 10,000 steps
- · Adapted OAuth2 libraries to connect the backend FitBit API to the frontend logic

Skills

Proficient with C++, Java, Python, Swift, iOS

Experience with HTML5/CSS3, MongoDB, Node.js, JavaScript, React Native, SQL, Linux

UX Methods User Personas, User Interviews, Prototyping, Lean Startup