

Education

University of California Santa Barbara

Bachelor of Science in Computer Science

Honors Program

UCSB Regent Scholar

Expected Graduation: June 2026

Work Experience

Incrediflix

Summer Camp Instructor

6/2022 - 8/2022

- Taught the principles of filmmaking, including live action and stop motion, to inspire creativity and a passion for film.
- Compiled video clips and edited after effects to produce movies.

Hackathons

Bridgehacks

- Collaborated with a group of four to code a mobile application to help the homeless find food banks and shelters.
- Used Android Studio along with Adobe XD to design the user interface with several tabs and interactive screens.
- Incorporated Google Maps API to identify nearby aid relative to the user's location.

Epsilon Hacks

- Worked within a group of three to develop a mobile application to motivate users to walk during the pandemic.
- Designed an appealing user interface centered around the theme of exercise using Android Studio and Adobe XD.

Cal Hacks 9.0

- Developed an online forum with a group of four to connect people struggling with mental health.
- Used React to produce a frontend similar to Yik Yak with a scrolling feed that was connected to our database.

Extracurricular Activities

Research

- Developed a website to facilitate research projects and implemented data collection.
- Website integrates many randomizable parts to ensure validity of the data.

Data Science Club, Member

- Worked with a group of four to create a machine learning model that is able to sort and return similar sound files.
- Designed and coded the user interface using PyQT for presentation to companies.
- Optimized run time and prevented reruns of same code on startup by storing data into csv files.
- Combined primary component analysis with sound vectorization to train a K-nearest neighbors model.

Competitive Computing Club, Member

- Practiced United States of America Coding Olympiad type problems to prepare for technical coding questions.
- Learned a variety of algorithms to solve coding problems, like window sliding technique.

UC COSMOS at Irvine, Cluster 5: Spatial Sound: An Exploration of 3D Sound with Applications in Virtual Reality

- Combined various programs to produce sound environments that conveyed various sensations through sound.
- Integrated the lessons to build an application that detects auditory disabilities conveniently.

Volunteer Service

Reaching Through STEM, Teacher - 67 hours

- Taught incoming highschool freshmen math and chemistry to prepare them for the transition into highschool.

YMCA, Science Camp Cabin Leader - 80 hours

- Lead a group of fourteen kids through daily activities to foster a love for nature and environmentalism.

Skills

- Coding Languages: Java, Python, C++, Javascript, HTML, Git
- Latex