COMPUTER SCIENCE · SOFTWARE ENGINEER

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Education

Portland State University

Portland, OR

B.S. IN COMPUTER SCIENCE WITH A MINOR IN PHYSICS

GPA: 3.01

2014 - 2020

Technical Profile

Programming Python, C/C++, Java, JavaScript, TypeScript, Bash, SQL, PostgreSQL, MIPS/x86, LaTeX

Machine Learning Scikit-learn, Keras, Numpy, Pandas, NLTK, Matplotlib, Seaborn

Web Development HTML, CSS, jQuery, Node, Express, Flask, Django, React, Ionic Framework, Google Cloud Platform, WordPress, Docker

Platforms and Tools Git, Linux, Windows, Mac, Vim, VSCode, Jetbrains tools, PDB, GDB, Android Studio, Agile, Scrum, Jira

Experience_

Reddit Post Scheduler https://github.com/carsayao/reddit-scheduler

Milwaukie, OR

Web Developer Dec 2021 - Present

A webapp in **Django** to create "content" that can be cross-posted to other subreddits at specified times.

- Use **SQLite** to store User, Content, and Post data.
- Implement Django's generic views for flexibility and brevity.
- Use Reddit API to query and post.

Personal Client https://mwtxlawfirm.com

Milwaukie, OR

Website Developer Sep 2021 - Present

A basic WordPress site for displaying information including services offered, an about page, a blog page, and contact page.

- Migrated website to new host.
- Updated look of the website for modern feel and mobile functionality.

Open Source Mobile City App https://github.com/jldle/North-Plains-App

Portland, OR

Web Developer June 2020 - July 2020

Open source **Android** and **iOS** app to mirror a client city's website.

- Designed pages using Ionic **React** Framework and **Typescript**.
- Built rudimentary API calls to fetch JSON and populate pages.

Analysis of NEAT, PSU https://github.com/cat-cuatro/NEATProgramming

Portland, OR

Machine Learning Researcher Feb 2020 - Mar 2020

An analysis of the genetic algorithm, Neuro Evolution of Augmenting Topologies (NEAT) developed by Ken Stanley in 2002 at UT Austin.

- Explored and reported on the advantages of NEAT through ablation and comparison.
- $\bullet \ \ \text{Tested the validity of NEAT components, along with compared its performance to Q-Learning.}$
- Tested components in **OpenAI Gym** environments to test complex decision making.
- Found results consistent to author's claims in research paper.

Food Delivery App https://github.com/carsayao/food-delivery

Portland, OR

DEVELOPER Jan 2020 - Mar 2020

This **Java** app was made for a class at PSU. It simulates a food delivery app, such as UberEats. My design held a list of orders in a doubly linked list. Each order held a linked list of special requests. The user could manually add or delete orders. The balanced tree was derived from a binary tree. Each restaurant was represented by a balanced tree populated with a list of drivers sorted by their proximity to the restaurant.

- Object oriented design ensures re-usability and code maintenance.
- Wrote own implementations for linked lists, doubly linked lists, binary trees, and balanced trees.
- Reads in a test file and populates data structures with contents.

Two-layer Neural Network https://github.com/carsayao/MNIST-mlp

MACHINE LEARNING

Portland, OR

Oct 2019

Implemented a two-layer neural network in **Python** and **Numpy**.

- Used MNIST dataset with 784 inputs, a hidden layer with variable units, and 10 output units.
- Observed and reported on the effect of varying hidden units, momentum value, and training examples.
- Debugged functions that involved complex mathematical functions and large numbers of inputs.

Portland, OR

SOFTWARE ENGINEER Sept 2019 - Mar 2020

Pi-Vis is part of an art installation to be featured at Burning Man. Written in **Python** for a **Debian**-based OS, the multi-threaded program makes extensive use of Socket programming and shell scripting to sync video playback between two Raspberry Pis.

- · Managed branches and supervised merges through use of Git.
- Wrote communication protocols to be fast and consistent.
- · Designed architecture to withstand harsh environments, minimize probability for failure, and provide users with easy interface and deployment.

Lonr https://github.com/carsayao/lonr Portland, OR

WEB DEVELOPMENT/MACHINE LEARNING

Jun 2019 - Aug 2019

Web-chat app generates Markov models from corpora to simulate conversation with notable comedians.

- Originally written in Node, rebuilt frontend using Flask, HTML, CSS, Bootstrap for clean, simple look.
- Built backend using Flask-SocketIO to establish low latency two-way communication between client and server.

Web Development, PSU

Portland, OR

Student Grader Sept 2019 - Mar 2020

- Courses covered HTML5, CSS, HTTP, JavaScript (ES6), Node, Express, React, and other various libraries, frameworks, and APIs.
- · Work focused on evaluating student assignments and projects.
- Delivered constructive feedback and tips to students struggling with assignments.

DSHS of Washington Vancouver, WA

HOME CARE AID

Jan 2017 - Present

Free Geek Portland, OR

VOLUNTEER Sept 2011 - Present