Education

**Brown University** – Providence, RI Computer Science ScB

*-Introduction to Software Engineering*  Graduation: May 2018

*-Introduction to Systems*

*-User Interface Design*

*-Database Management Systems*

*-Cybersecurity and International Relations*

Projects

**Tetris, Othello (Introduction to OOP)** December 2014

* Coded two games in Java, including a basic AI in Othello.
* Visualized game with Java Swing.

**Heap, ConvexHull, Graph (Introduction to Algorithms)** Spring 2015

* Implemented data structures in python and Java with restrictions on allowed functions.
* Analyzed algorithms with these data structures.

**MALLOC (Introduction to Systems)** November 2015

* Implemented MALLOC in C
* Used systems calls and other low level features.

**Brown Maps****(Introduction to Software Engineering)**April 2016

* Wrote backend code for finding directions and autocorrection.
* Visualized sqlite database into a scrollable map using HTML Canvas.

**Agent32 (Introduction to Software Engineering)** May 2016

* Designed and coded user interface(title, lobby, game)with HTML, CSS, and JS.
* Worked with Google Maps API

**To the New World (Personal Project)**June 2016

* Worked with PostGreSQL
* Configured application for Heroku deployment
* Developed real time frontend with Ajax and jQuery
* Enhanced HTML Canvas visualization with CreateJS

**Rubber Mallet (Bridgehacs Hackathon)**August 2016

* Project coded overnight in under 18 hours.
* Implemented MALLET package
* Created web interface

**CCCRI Website****(Volunteer)**July 2016-Present

* Developing new church website using php and wordpress.

Skills

* ­­­CS Languages: (Proficient) Java, HTML, CSS, JS; (Familiar) C, Assembly, Python
* Languages: (Fluent) Mandarin Chinese; (Familiar) Spanish
* Strong Communication skills: Active blogger, significant background in literature and history coursework.
* **Upperclass Men’s Small Group Leader; Praise Team Technician (Reformed University Fellowship)**

**-**Weekly discussion meetings and counseling (with 15-20 students), Technical work with sound equipment.