

Education

San Diego, CA

University of California, San Diego

|| Expected Grad : June 2018

• Computer Science (B.S.) || Major GPA: 3.70

- Undergraduate Coursework: Computer Operating Systems; Databases; Algorithms; Programming Languages; Theory of Computation; Computer Networks; Networked Services; Web Client Languages; Mobile Development and Entrepreneurship; Advanced Data Structures; Software Engineering

Languages

Intermediate

- Java, Python, SQL

Familiar

- C, C++, JavaScript, HTML, CSS, OCaml, Assembly

Employment

Software Developer, Intern

IBM

June 2017 - Sept 2017

- Worked as Software Developer Intern for one of the teams in an agile environment working on Silverpop Engage (Watson Campaign Automation)
- Worked on hotfixes, bugs, and feature development for Silverpop Engage, working with Docker, Java Spring, Mockito, and Fitnesse.
- Completed 1-2 bug/feature dev tickets weekly, contributing greatly to team's performance and productivity output.

Software Engineer, Intern

ThermoFisher Scientific

June 2016 - Sept 2016

- Worked as Software Engineer Intern for the ThermoFisher Scientific Life Sciences Solutions Group.
- Worked on an internal tool that analyzes developing teams' performance utilizing Jira APIs, ExpressJs, NodeJs, AngularJs, and AWS services (EC2, S3, DynamoDB).
- First and only intern out of 30+ interns to work on the performance metrics analytics tool.

Technical Experience

FileCloud

Python Application

Jan 2017 - Mar 2017

- Developed a distributed file storage service similar to DropBox.
- I developed and implemented an application that allows files to be stored on the cloud which utilizes a metadata service feature, fault-tolerance, and file fragmentation and block hashing feature.
- Created a distributed file storage service that allows files up to 5GB in size to be uploaded utilizing the Apache Thrift framework for cross-language RPC services.

Liftr

Android Application

Mar 2016 - June 2016

- Developed social media application to find nearby users to go to the gym with.
- I designed and developed a social application which features Facebook Authentication, User logins, and real-time event creations and messaging services.
- Created a small MVP real-time application that can handle up to 100 simultaneous interactions at a time utilizing Firebase.

Galactica Mobile Online

Android Application

Jan 2016- Mar 2016

- Developed networked android game similar to a 90s space shooters game.
- I designed and implemented the graphics and rendering on the space shooters game utilizing LibGdx.
- Implemented a fast screen gameplay that allows more than 500+ projectiles to be rendered and accelerated at a time in-game along with screen scalable user control keys.

Tool and Technologies

- Bootstrap; Android; AngularJS; ExpressJS;
- Android Studio; Vim; Eclipse; Unix; Git; IntelliJ IDEA; Jira; VersionOne; Crucible
- NodeJS; MongoDB; AWS DynamoDB; Firebase
- AWS S3; AWS EC2

Additional Experience and Awards

- **CSE Tutor (Fall 2015 – Winter 2016):** Assisted students on the topics of Linked Lists, Heaps, Binary Trees, Hash Maps, and sorting algorithms.
- **CSE TA (Spring 2017):** Tutoring students on topics pertaining to Operating Systems, i.e threads, user and kernel modes, etc.