



Professional Experience

USC Institute for Creative Technologies

Student Researcher

Fall 2017 – Present

Playa Vista, CA

PlayStation

Software Engineering Intern

Summer 2017

San Francisco, CA

- Planned, developed, tested, and launched minor/major features for the PlayStation Store team on the PS4 console
- Worked as a front-end developer with XML/CSS, Web GL, and custom JavaScript frameworks
- Eliminated various defects associated with the PlayStation Store

Prospect Silicon Valley

Software Engineering and Project Coordinator Intern

Summer 2016

San Jose, CA

- Developed demo applications that connected Prospect Silicon Valley's Intelligent Transportation Lab and fka Silicon Valley's Simulation Lab (fka SV is an associated research group with Aachen University)
- Streamlined the client onboarding system and integrated various lead pipelines

CSchedule

Software Engineering Intern

Summer 2015

Santa Clara, CA

- Developed features for calendar web app in HTML/CSS and JavaScript (jQuery, Backbone)
- Integrated 3rd party API's include Drop.js and Facebook login
- Designed logic of architecture involving asynchronous calls

Campus Involvement

Los Angeles Community Impact

VP of Internal Relations and Team Leader

Fall 2015 – Present

Los Angeles, CA

- Pro-bono consulting club at USC (five-time recipient of USC org of the year) that works with NGOs/small businesses
- As VP of IR, designed databases / processes that aggregated past clients, project deliverables, and school resources to facilitate client acquisition and project operations
- As a Team Leader, managed a team for the Harold Robinson Foundation
- Past projects include Monkey Business Café and Beat the Streets Los Angeles

LavaLab

Developer

Fall 2016

Los Angeles, CA

- USC's highly selective student run product incubator that takes ideas into working products

Projects

Tommy Bot (Python, NodeJS, MongoDB)

Fall 2016 – Present

- Messenger chatbot for all things related to USC (building location/hours, menus, events, etc.)
- 50,000 total interactions since launch in Jan 2017, \$10,000 in funding from USC Iovine and Young pitch competition

eYak (MongoDB, Express, ReactJS, NodeJS)

Spring 2017

- Web application that combines the interface of Yik Yak and functionality of Piazza into an in-class discussion board
- Developed at LA Hacks 2017 with MERN Stack, demoed at USC Scope to local CEOs and CTOs of LA startups

Transit Priority (Java, Android Studio, Embedded Systems with C/C#)

Summer 2016

- Developed android application to demonstrate applications of DSRC technology with Transit Vehicles
- Application gives priority to a Transit Vehicle at an intersection via V2R communication

Skills C++, Java (Android), HTML, CSS, JavaScript (jQuery/Web GL/Backbone/ReactJS/NodeJS), MongoDB, Python, Embedded Systems

Education

University of Southern California, Viterbi School of Engineering

Junior, Bachelor of Science in Computer Science, Minor in Entrepreneurship
Dean's List, Academic Achievement Award

Aug 2015 – Present

Los Angeles, CA

GPA: 3.45

Expected Graduation | May 2019

Completed Coursework | Data Structures and OOD/ Algorithms/ Artificial Intelligence/ Discrete Methods in CS

Saratoga High School

Graduated with Honors

May 2015

Saratoga, CA

