

EDUCATION

University of California, Berkeley

Expected Dec 2018

B.S. Electrical Engineering and Computer Science

COURSEWORK

Current

- CS 170: Efficient Algorithms and Intractable Problems
- CS 61C: Great Ideas in Computer Architecture

Previous

- CS 61B: Data Structures
- CS70: Discrete Mathematics and Probability
- CS 98-3 UCBUGG: 3D Modeling and Animation

SKILLS AND LANGUAGES

Languages

Java, C/C++, Python, HTML, CSS

Familiar

Pug, Sass, JavaScript, Scheme, SQL, LATEX

Tools

Flask, Photoshop, Lightroom, Adobe XD, Premiere Pro, Maya

WORK EXPERIENCE

Mobile Developers of Berkeley | UI/UX Consultant/Android Libraries Lead August 2015-Present

- Generated over \$5k of revenue for fully designing and researching hi-fi designs for a start-up designed in Adobe XD
- Lead a team to build open-source libraries for developers that easily add SQLite databases and Material Design animations to their apps
- Developed and launched two apps on the Android Play Store called Qlic and Concentraid
- Taught incoming members the Android platform and facilitated assignments and projects

Rockwell Collins | Undergraduate Engineering Intern May 2016-August 2016

- Researched a potential alternative method for programming Field Programmable Gate Arrays (FPGA) using C/C++ with high-level synthesis
- Tested more efficient algorithms for sparse signal processing performance on a Xilinx FPGA development board versus a CPU alone

PROJECTS

WireFly | Won Capital One Prize at CalHacks 2016 Python, Flask, HTML, CSS, Capital One API

- Developed a web app in Flask enabling users to transfer money internationally cheaper than market value
- Created an algorithm using a P2P network that pools domestic money and redistributes remaining international transactions

Qlic Android, Java, Nearby API

- Developed an Android app that communicates with nearby devices to share contact information (Facebook, Instagram, email, etc.) with multiple users instantly
- Used Google's Nearby API to send and parse contact information

EaSQLite Java, SQL

- Developed an open-source library that provides Android developers a way to easily store data offline in their apps
- Designed the library to act as a SQLite database abstraction layer to fully function in Java

YackRank Python, Flask, HTML, CSS, Google Maps API

- Developed and designed a web app using Flask to analyze and display data from Yik Yak posts from colleges across the United States
- Used the Google Maps API to display various data including most frequent word, top Yik Yak post, and average grade level for writing