

Experience

Round1 Bowling & Arcade | Mechanic/Technician - Associate (PT) → Lead → Supervisor

May 2024 - Present | Hayward, CA

- Troubleshoot mechanical/technical issues related to various arcade games & bowling lanes using a variety of hand/power tools, soldering, fastening hardware, adhesives, (electrical) connectors/insulators, multimeter, etc. via manuals/schematics/diagrams
- Facilitate parts orders/transfers for necessary components/hardware such as PC/PCB/PDB/PSUs, AV & VR equipment, (RFID) card readers, (micro/network) switches, motors, sensors, solenoids, fuses, wiring/harnesses, etc. and maintain machine/cabinet inventory

Career Break | Recharged/traveled, adjusted to young adult life after the pandemic, & recalibrated priorities

Jun 2022 - May 2024

Parted ways with LogDNA before their Mezmo rebrand; ended up just spinning my wheels for a while as I felt quite lost after losing much of my drive due to growing burnout and big losses in the family. Eventually started a local role as an arcade tech to rejoin the workforce.

LogDNA (n.k.a. Mezmo) | Software Engineer II [Node.js, Go(lang), Terraform, MongoDB, Redis, K8s/Docker]

Jan 2022 - Jun 2022 | Remote

- Handled code review prioritizing areas of ownership & domain expertise with greater discretion in vetting of: maintainability, implementation efficacy, alignment with best practices, consistent style/linting and standardized call/usage patterns
- Aided in building a fully fledged provisioning API, spurred by & intended for enterprise use, which aligned with simultaneous RBAC work to scaffold a hierarchical organization management structure with inheritable/resuable components
- Worked on our custom Terraform provider/plugin to align its resources towards consistency with our views & alerts API schema(s), updating much of the plugin's codebase for better CRUD parity, and added support for Slack alerting integration

LogDNA (n.k.a. Mezmo) | Software Engineer I [Node.js: Express, Swagger/OpenAPI, Elasticsearch, K8s/Docker]

Jan 2020 - Dec 2021 | Remote

- Fulfilled on-call developer duties via debugging culpable code, deploying hot-fixes, rolling back faulty releases, providing incident mitigation assistance, etc and pushed for the adoption of a new rotation system to more evenly distribute workload across team(s)
- Advocated for the adoption of RESTful API best practices, standardization of development & documentation procedures, and initiated the instrumentation of Swagger(hub) tooling to align our technical API reference(s) with the OpenAPI specification
- Refactored numerous (cron)jobs & workers, tailored for Elasticsearch, updating much of their core logic to facilitate the transition from tribe nodes to cross-cluster search and account for changes in their Query DSL (Domain Specific Language)
- Led development & technical documentation for the feature release of our v2 API allowing users to export their logs as JSON; leveraging the search\_after parameter of Elasticsearch's API to offer native support for deep pagination through results

LogDNA (n.k.a. Mezmo) | Software Engineering Intern

Summer 2019 [May - Aug] / Summer 2017 [Jun - Aug] | Mountain View, CA

- Targeted monitoring & observability into backend systems by instrumenting Prometheus clients to emit OpenMetrics
- Implemented & modularized archiving functionality for various storage providers (AWS S3, Azure Blob, IBM-COS, etc)
- Initiated the introduction of AWS Marketplace SaaS Subscription Services into our various integrated product offerings

Revamped an internal dashboard showcasing relevant metrics such as churns, trials, etc to boost sales team productivity and engineered a proof of concept for marketing lead generation using Clearbit's API to access relevant company data & contacts

Student Affairs IT | Network Engineering Assistant

Mar 2016 - May 2017 | Berkeley, CA

- Assisted in maintaining network integrity/reliability across UC Berkeley's campus/residences via ticketing system (ServiceNow) and conducted WiFi surveys, patched wired connections, installed/troubleshooted networking equipment [APs, Extenders, Switches], etc

Skills

Programming Languages [Rank Ordered by Proficiency (Descending)] | Technical Background

JavaScript (& Node.js), TypeScript, Shell (Bash), Go(lang), HTML/CSS, YAML, Java, Python, C(#), SQL |, Git, Unix/Linux, macOS, Windows (Active Directory & Domain/Workgroups), TCP/IP|OSI Models, TLS/SSL Protocols, Virtualization (& Containerization), Kubernetes, Docker, MongoDB, Redis, Elasticsearch (& Lucene), Swagger (& OpenAPI), Prometheus (& OpenMetrics), Terraform, AWS, Azure, GCP, IBM Cloud, Jenkins, GitHub Actions, Test Driven Development

Education

University of California, Berkeley

Aug 2015 - Dec 2019

Cognitive Science [Computational Modeling Focus] (& Computer Science)

Bachelor's of Arts (& Minor)

Relevant Coursework: Data Structures (CS61B), Computer Architecture (CS61C), Discrete Math/Probability Theory (CS70), Computer Security (CS161), Operating Systems (CS162), Internet Protocols (CS168), Efficient Algorithms/Intractable Problems (CS170), Databases (CS186), Artificial Intelligence (CS188), Blockchain Fundamentals (CS191), Computational Models of Cognition (CogSci 131)

Calbright College | IT Support Program

CompTIA Associate+ (A+) | May 2024 - Present

Volunteering

Berkeley ANova | Site Leader (Fall '19), President (Spring '19), VP (Fall '18), DeCal Chair (Spring '18)

Sep 2017 - Dec 2019

- Provided CS education/mentorship to students attending historically under-resourced middle/high-schools within the Bay Area
- Held weekly general meetings addressing prevalent issues in the communities served (ex: gentrification, gender/income disparity, etc)
- Managed several aspects of the club such as finances, transportation, and sponsorships/partnerships to help maintain sustainability