

Experience	
Round1 Bowling & Arcade Mechanic/Technician - Associate (PT) → Lead → Supervisor	May 2024 - Present Hayward, CA
<ul style="list-style-type: none">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/diagramsFacilitate 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/cabling, 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 shortly after their Mezmo rebrand; ended up just spinning my wheels for a while as I felt quite aimless/lost—grappling with big losses in the family and growing burnout. 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
<ul style="list-style-type: none">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 patternsAided 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 componentsWorked 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, <i>and</i> 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
<ul style="list-style-type: none">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 specificationRefactored numerous (<code>`cron`</code>) 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 <code>`search_after`</code> 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
<ul style="list-style-type: none">Targeted monitoring & observability into backend systems by instrumenting Prometheus clients to emit OpenMetricsImplemented & 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	
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Provided CS education/mentorship to students attending historically under-resourced middle/high-schools within the Bay AreaHeld 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	