

Experience

Skydio | Production Associate II

Sep 2025 - Present | Hayward, CA

- Handle assembly, operation, and (automated) inventory/testing of various components for the X10 drone (& dock) lines

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

May 2024 - Sep 2025 | Hayward, CA

- Troubleshooted mechanical/technical issues related to various arcade games & bowling lanes using a variety of hand/power tools, soldering kit(s), fasteners, (electrical) connectors/insulators, testers, multimeter, etc. by referencing manuals/schematics/diagrams
- Facilitated part orders/transfers for necessary components/hardware such as PC/PCB/PDB/PSUs, AV/VR equipment, (RFID) card readers, fuses, {micro|network}switches, pots/resistors, motors, sensors, solenoids, wiring/cabling, etc. and maintained 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

- 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 from others to ultimately scaffold a hierarchical organization management structure with inheritable/reusable 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 (federated) 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
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- 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 (Completed) -> Network Technology (WIP)

CompTIA A+ [Earned Sep 2025] | Net+ [WIP]

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