

Education



Stanford University (3.74/4.0 GPA, 2400/2400 SAT)

B.S Candidate in Immersive Design and Engineering Applications (June 2020)

Relevant coursework:

Computer science – C++ | C | Android | Java | Unity | C#

Design – Design Thinking | Game Design | HCI | Psychology | Entrepreneurship

Skills



Coding: C# | Unity | C++ | Python | JavaScript | Java | WPF | Web Dev | Vizard



Design: Ethnographic interviewing | Prototyping | User Testing | GIMP | Figma

Experience



STRIVR

Technical Product Management Intern

June 2018 – Sept 2018

- Lead design and engineering teams to deliver a VR content creation tool in 6 weeks
- Performed user research, prototyping, testing, and evaluations to inform decisions
- Lead and worked with engineering team to build the product in WPF and Unity (C#)
- Presented in front of the entire 100-person company at an all-hands



Software Engineering Intern

June 2017 – Sept 2017

- Singlehandedly developed a VR content creation tool used daily by the NFL and others
- Worked extensively with Unity (C#), Vizard (Python), and QtCreator (C++)



Stanford Virtual Human Interaction Lab

VR Research Experience Developer

Sept 2016 – June 2017

- Built published VR research experiences in Python and created 3D models
- Designed and built interaction systems for various Oculus and HTC Vive experiences



Subdream Studios

Game Designer and Developer

Jan 2017 – June 2018

- Lead designer and Unity engineer for Kingdom Watcher for GearVR and HTC Vive
- Lead engineering and art team to deliver game in 12 weeks
- Kingdom Watcher has been played over 10,000 times



Lunasphere

Co-founder and CEO

Aug 2016 – Aug 2017

- Lunasphere is a platform that allows museums to push content to their patrons
- Developed the backend and frontend using Angular, Firebase, JavaScript, HTML5
- Managed the execution and team, made sales

Awards

National Finalist

Microsoft U.S Imagine Cup

Top 12/1000 teams in America

HoloLens app for kids with ASD

3rd Place

Global VR Championship by VRCORE

Top 3 teams in the world

Eye-tracking puzzle game

Leadership

Vice President of External Relations

Rabbit Hole VR: Stanford's VR/AR Community

Teaching CS 11: How to Make VR

Procured hardware worth \$10k from partners

Operations Officer

The Stanford Mendicants A Cappella Group

Manage logistics and technical infrastructure

Support over 300 alumni

Interests

Virtual and Augmented Reality

A Cappella | Piano | Guitar

Board Games

Water Polo | Skiing

League of Legends | Overwatch

Juggling | Unicycling

Aquatic Turtles