

## Education



### Stanford University (3.78/4.0 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



### Apple

*Software Engineering Intern*

July 2019 – Sept 2019

- Intern with Apple's Technology Development Group
- Presented my project to my team, my manager, the org lead, and the VP of TDG



### 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

## Awards

National Finalist

Microsoft U.S Imagine Cup

Top 12/1000 teams in America

HoloLens app for kids with ASD

3<sup>rd</sup> 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