



## Education

### Stanford University

2020 B.S Candidate in Symbolic Systems and C.S  
Relevant coursework: Computer science (C++, C, Android/Java), game design, HCI, psychology, design thinking, entrepreneurship

Archbishop Mitty High School 2016

## Experience

### Software Engineering Intern

#### STRIVR Labs

Developed VR enterprise training software. Built VR content pipelining tools and training content for Walmart, NFL Teams, and Fidelity. Worked extensively with Unity - C#, Vizard - Python, and QtCreator - C++.

### Lab Programmer

#### Stanford VR Virtual Human Interaction Lab

Used Vizard - Python to design experiences for HTC Vive and Oculus Rift. Created 3D models and animations in 3DS Max. Worked on the Stanford Ocean Acidification Experience for Oculus. Built a perspective taking experiment.

### VR Game Developer

#### Subdream Studios

Using Unity, designed and built Kingdom Watcher for GearVR and HTC Vive (soon), which has been played over 7,000 times. Prototyped VR user interactions and game mechanics for numerous projects.

### Cofounder and CEO

#### Lunasphere

Lunasphere is a web platform that allows museums to easily, cheaply, and quickly push informative content to their patrons. Developed the backend and frontend, managed the execution and team, made sales.

## Strengths

- VR/AR Interaction Design
- Taking initiative
- Efficiency
- Leadership and teamwork
- Big picture problem solving
- Clear communication

## Skills

Coding: C++, C#, Python, Java

Web Dev: Javascript, HTML5, CSS3, Firebase, Angular

Software: Unity, Vizard, GIMP, Blender

Marketing: Twitter, Facebook, Video production

## Awards

### Microsoft U.S Imagine Cup National Finalist

Built a HoloLens application to teach children affected by Autism Spectrum Disorder to better recognize facial expressions. Used HoloLens camera and Microsoft Emotion API callbacks in Unity. I created a clean user interface for simplicity and to prevent sensory overload.

### 3rd place - Global VR Hackathon by VRCore

Designed and created a fully fledged math puzzle game implementing eye tracking (aGlass) as a novel method of interaction. Competed against teams around the world from Germany, Austria, New Zealand, Singapore, and China. Judged by executives from 7invensun, Lenovo, HTC Vive, and uSens.

## Languages

English | Spanish | Vietnamese

## Interests

A Cappella | Virtual Reality  
Water Polo | League of Legends | Piano  
Guitar | Juggling | Skiing