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education

UCLA - B.S. in Computer Science
September 2021 –> June 2025
Los Angeles, California
- **GPA:** 3.7
- **Relevant Coursework:** Data Structures & Algorithms, Software Development, Programming Language Analysis, Graphics, Computer Organization, Operating Systems, Computing Theory, Computer Networks, Digital Design, Technology Ethics Research, Discrete Structures, Linear Algebra, Probability & Statistics

skills

Languages: (intermediate): Python, JavaScript, C++, HTML, CSS - (proficient): C, Java, Swift, SQL, PHP, Haskell
Tools: (intermediate): React.js, Git, JUCE, WordPress - (proficient): SwiftUI, Node.js, Express.js, MongoDB, MySQL
Graphics: (intermediate): Figma, Adobe Photoshop, Resolve - (proficient): Blender, Premiere Pro

experience & organizations

Travel Oasis ⬈ : *Web Development Intern*
August 2023 –> October 2023
- Produced **HTML** and **CSS** code to design and optimize an informational website for real estate company Travel Oasis.
- Increased monthly new user traffic by up to 164% by interfacing management of a **mySQL** database that introduced an optimized booking functionality to the website.
- Communicated with PMs daily to formulate feature requirements and user stories based on changing consumer needs.
- Created UI mockups and fully customizable webpage elements using **Adobe Photoshop** and **Figma**.

DAW ⬈ : *Founder and President*
December 2021 –> present
- Founded, promoted, and led UCLA's largest electronic music organization, which was featured in the Washington Post and is endorsed by the UCLA Department of Art and Herb Alpert School of Music.
- Produced **HTML** and **CSS** code for embedded audio player, dynamic cursor animation, and webpage formatting.
- Hosted 15+ major music events, concerts, and workshops with hundreds of attendees annually.

UCLA Learning Centers ⬈ : *Studio Technician*
June 2022 –> August 2023
- Co-wrote and taught the Ableton curriculum for UCLA's official Summer Music Production Program twice.
- Built De Neve Studios, which hosts UCLA's Summer Production Program and FAST editorial shoots, among others.

projects
more projects ⬈

Takeoff ⬈ : *Software Developer*
May 2024 –> present
- Developed an interactive helicopter game with physics-based animations and user controls in **JavaScript**.
- Constructed a Helicopter object in **JavaScript** using 3D shape primitives, texture mapping, and material lighting.
- Implemented rotors that spin with velocity defined by logistic growth equations and are controlled with key interaction.

CoPro AI : *Frontend Developer*
December 2023 –> present
- Designed wireframe and 3 UI mockups in **Figma** for generative AI music app in collaboration with GRAMMY-nominated producer John Conte Jr. [interface currently in development].

UCLAmaps ⬈ : *Frontend Developer*
January 2024 –> March 2024
- Created a crowd sourced review application for restrooms at UCLA enabling users to rate, filter, and locate restrooms.
- Developed bathroom listings and user profile in **React**, including interface for personal info, reviews, and favorites list.
- Designed 4 UI mockups in **Figma** and collaborated with other engineers to organize sprints and user stories.

HEADroom ⬈ : *Audio Programmer*
May 2023 –> June 2023
- Developed a gain utility plugin in the **JUCE** framework that creates headroom on mixes before a mastering session.
- Used **C++** and **JUCE libraries** to code internal processing of audio samples and input channels, along with the external knob used to control the plugin.

Bruin Rides ⬈ : *Full Stack Developer*
October 2022 –> December 2022
- Developed a ride share web application in **React**, **Express**, **Node**, and **MongoDB** that connects UCLA students into efficient carpool groups and streamlines the communication process.
- Created 6 screens in **React** to display profile information and facilitate ride group management, creation, and filtering.
- Created ride form schema in **MongoDB** for organization and storage of published rides.