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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, Data Science Fundamentals

skills

Languages: (intermediate): Python, JavaScript, C++, HTML, CSS - (proficient): Swift, C, Java SQL, PHP, Haskell, Matlab
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

Outlier AI ⬈ : *QA Engineer (Contract)*   June 2024 –> present
· Training large language coding models by evaluating AI-generated logic and responses to a range of user prompts.

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 to introduce 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 –> December 2023
· 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.

projects   more projects ⬈

Takeoff ⬈ : *Software Developer*   May 2024 –> June 2024
· Developed an interactive helicopter game with physics-based animations and user controls in **JavaScript**.
· Modeled a complex helicopter object in **Blender** and defined texture mapping and lighting properties in **JavaScript**.
· Implemented user controllable rotors that propel the helicopter in any direction upon keyboard interaction.

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.

CoPro AI : *Frontend Developer*   December 2023 –> January 2024
· 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].

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.