

EDUCATION	<ul style="list-style-type: none"><li>• <b>Rice University</b> <i>Aug. 2020 — Dec. 2024</i> TARGET DEGREE: Bachelor of Science in <b>Mathematics</b> CUMULATIVE GPA: <b>3.81</b>      FALL 2021 GPA: 3.86</li><li>• William P. Clements High School <i>Aug. 2016 — May. 2020</i> GPA: 4.00      SAT: 1500/1600      MATH II SAT: 800/800</li></ul>
EXPERIENCE	<ul style="list-style-type: none"><li>• Wrote software to analyze <b>Coronavirus DNA</b> under <i>Summer 2022</i> Dr. Andrew Kitchen, Biological Anthropology lab internship, U. of Iowa</li><li>• Co-researched open question in <b>combinatorics</b> under <i>Summer 2021</i> Dr. Peter Blanchard, professor of Mathematics, University of Iowa</li><li>• Designed &amp; wrote <b>robotics</b> software for multiple competitive teams <i>2016–2019</i></li></ul>
AWARDS	<ul style="list-style-type: none"><li>• 2nd place at 36-hour Rice <b>Hackathon</b> ☞ ; 1st place in <i>HackRice 2021</i> “First Timers” category</li><li>• 3rd place at Rice <b>Hackathon</b> ☞ ; 1st place of “First Timers” <i>HackRice 2021</i></li><li>• Trinity University Tower <b>full-tuition Scholarship</b> ☞ (declined) <i>Spring 2020</i></li><li>• 6th place team at national <b>Science Olympiad</b> tournament ☞ <i>Spring 2017</i></li><li>• Taekwondo <b>black belt</b> &amp; various tournament awards <i>2009–2013</i></li></ul>
PROJECTS	<ul style="list-style-type: none"><li>• <b>Circuit board</b> design &amp; code for electronic wristwatch ☞ <i>Dec. 2021</i></li><li>• Prototypes of various <b>patented</b> game controllers ☞ <i>Nov. 2021, Summer 2016</i></li><li>• YouTube <b>accessibility</b> software for motor-disabled people ☞ <i>HackRice 2021</i></li><li>• Internet communication program for <b>motor-disabled</b> people <i>Summer 2017</i></li><li>• Secure account <b>database</b> &amp; website front-end and back-end <i>Summer 2017</i></li></ul>
SKILLS	
ACADEMIC	MATH:      Abstract Algebra, Linear Algebra, Vector Calculus PHYSICS:    Classical Mechanics, Electrodynamics, Simulation Techniques HUMANITIES: <b>Japanese</b> , Sculpting
PROGRAMMING	MOST USED:    Python, C, Shell, C++, JavaScript USED:          Java, PHP, Rust, C#, Go, SQL, Assembly PARADIGMS:    Procedural, Parallel, Object-Oriented, Functional
SOFTWARE	ELECTRONICS:    KiCad, AVRDUDE      3D DESIGN:    Blender 3D, FreeCAD GAME DESIGN:    Unity 3D, GameMaker    GRAPHICS:      GIMP, Inkscape MARKUP:          L <sup>A</sup> T <sub>E</sub> X, HTML & CSS      AUDIO:          Audacity, LMMS