

EDUCATION

Chapman University

Orange, CA

B.S. in Computer Science, B.S. in Electrical Engineering, minor in Business Administration

May 2024

Cumulative GPA: **4.0**, Summa Cum Laude, Featured on Provost's List all 4 years, Presidential Scholar

Relevant Courses: Data Structures & Algorithms, Data Comm./Computer Networks, Algorithm

Analysis, Database Systems, Data Science, Operating Systems, Computer Graphics

TECHNICAL SKILLS AND INTERESTS

Languages/Frameworks: Python, HTML, CSS (Bootstrap/Tailwind), JavaScript, TypeScript, Ruby, C++, Java, C, React, Flask, Ruby on Rails, MySQL, OpenGL, Linux, Haskell, Markdown, LaTeX

Programming Tools: Git/GitHub, Docker, VS Code, Unity, Microsoft Office, Jenkins, Heroku, MATLAB

Design Tools: Figma, Autodesk Fusion 360, Photoshop, GIMP, Audacity

Interests: Software/Electrical Engineering, Computer Science, Artificial Intelligence, Cybersecurity,

Web/Full-Stack Development, Cloud Technologies, Machine Learning, Video Games, Puzzles, Music

PERSONAL PROJECTS

Website Creations | Creator, Developer

Valdle

Aug. 2023 - Present

- Collaborated with a team of 5 on an agile, deadline-driven website project, with 3M+ user clicks
- Coded Python scripts to add features with web scraping/data mining utilizing the Valorant API
- Tested, debugged, cleaned, and reviewed code within Flask backend to help maintain readability

Pokémon Simulator

Apr. 2024 - May 2024

- Designed game simulator with Flask, with knowledge of MySQL from Database Systems course
- Conceptualized UI/UX designs and code creation processes using Figma and drawn schematics

Where's Jason?

Jun. 2020 - Dec. 2020

- Self-developed large website to self-teach proficiency in HTML5, CSS, JavaScript, and Flask
- Documented thoroughly as practice for providing easy-to-read comments for collaborators

Discord Bots | Creator, Developer

Apr. 2020 - Present

- Built 3 large-scale bots that use the Discord API and Python to find solutions for common server tasks
- Managed and partnered with communities of over 200 Discord users to deliver on clients' expectations

Learning + Gaming: Building Computers in VR | Co-Developer, Co-Author Aug. 2020 - May 2022

- Modeled computer parts with Autodesk Fusion 360 and created immersive game environments in Unity
- Innovated a research-based virtual reality game that aimed to promote tech literacy to local schools
- Participated with 3 other students as part of the Grand Challenges Initiative at Chapman University

WORK EXPERIENCE

Math and Programming Freelance Tutor

Aug. 2021 - Present

- Guided more than 30 students to improve problem-solving skills, long-term understanding, and grades
- Taught courses include: Programming in Python and Java, Calculus 1/2/3, Trigonometry, Geometry
- Established a loyal customer base through strategic outreach, references, and personalized service

ACCOMPLISHMENTS AND AWARDS

Outstanding Senior Award in Electrical Engineering

May 2024

Winner of the Annual Instrumental Concerto Competition

May 2023

Winner of Game Theory's Alternate Reality Game Contest

Nov. 2018 - Oct. 2019

Chemistry Olympiad and Science Olympiad - State-Wide Team Finalists

Mar. 2019 - May 2019