

Education

Georgia Institute of Technology <ul style="list-style-type: none">Bachelor’s of Science in Computer Science	Aug 2020 - May 2025 (Expected) GPA: 3.70/4.00
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Work Experience

Software Engineering Intern at HotSauce Technologies <ul style="list-style-type: none">Implemented new features and enhancements in the Point of Sale (POS) software, solving complex backend problems and resolving over 400 networking issuesReduced database response times by 15% with SQL query optimization, significantly improving POS system performance and user experienceProvided technical support to customers while exceeding service level agreements (SLAs), maintaining a 99% resolution rate of customer issues within agreed-upon time frames	Jul 2021 - Dec 2022
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Projects

Covid X-Ray Image Classification at Georgia Tech VIP Research <ul style="list-style-type: none">Used PyTorch-based deep learning models to achieve 92% accuracy in large-scale classification of Covid X-Ray images as mild, moderate, severe, and normalAcquired and processed 500+ Covid X-Ray images, showing effective large-scale image data managementReduced false positive rates to 5% through fine-tuning and optimization of the image classifierDecreased inference times by 20% with strategic transfer learning and data augmentation techniques	Aug 2023 - Present
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Esports Discord Bot at GT ESports <ul style="list-style-type: none">Developed and maintained a Discord bot using Python and the discord.py library, contributing to a 20% increase in server engagement and user interactionImplemented a robust command structure utilizing discord.py’s Cog framework, enhancing bot scalability and maintainabilityCreated a ping command for server health monitoring, providing real-time response time metrics to 4 active servers, aiding in proactive troubleshooting and optimization effortsContributed to codebase documentation and knowledge sharing sessions, facilitating team collaboration and onboarding of new developers	Jan 2024 - Present
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Dungeon Crawler Game <ul style="list-style-type: none">Led a team of 5 using agile methodologies to develop an Android Studio app, for players to explore procedurally generated dungeons and engage in turn-based battlesApplied advanced object-oriented programming principles, resulting in a 15% reduction in bug reports and a smoother gaming experience.Developed and implemented 20 JUnit test cases, achieving an 80% code coverage	Aug 2023 - Dec 2023
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Skills and Proficiency

Programming:	Java, C, JavaScript, ReactJS, NodeJS, SQL, Python, PyTorch, NumPy, Pandas
Software:	Adobe Suite, Microsoft Creative Suite, AutoCAD, Figma, Android Studio, Git
Notable Coursework:	Objects and Software Design, Intro to AI, Data Structures and Algorithms, Object Oriented Programming, AI Based Discovery and Innovations
Natural Languages:	Fluent in Japanese and English, intermediate in Chinese