

EDUCATION

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| Los Angeles, CA | University of California, Los Angeles | September 2013-March 2019 |
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- M.S. in Computer Science: GPA 3.2; B.S. in Mathematics of Computation: GPA 3.2
- Dean's Honors List: Fall 2013, Spring 2015
- Coursework: Programming Languages; Machine Learning in Bioinformatics; Algorithms and Complexity; Introduction to Bayesian Networks; Computer Networking; Computer Systems Architecture; Machine Learning Algorithms; Web Information Systems; Database Systems; Programming C++; Software Construction Laboratory; Fundamentals of Artificial Intelligence

SKILLS

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- **Languages:** Python; Java; Scala; C++; JavaScript; MySQL; OCaml; Lisp; R
 - **Technologies:** Qt; Android Studio; Bootstrap

EMPLOYMENT

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| Backend Software Engineer | TrueAccord | May 2019-Current |
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- Onboarded new clients onto framework and maintained current client relationships to create a smooth onboarding process while following strict client regulations
- Created scalable solutions to improve our API and admin tooling, designed/abstracted code to make easily usable for multiple clients, created new REST API endpoints and built dynamic webpages with extensive unit tests
- Improved notification system which increased case resolution rate from 14% to 25%, increased capability of internal tools preventing manual engineering work of around 1 hour daily
- Worked with Scala, Java, and Python, and Amazon Web Services/Google BigQuery data storage

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| Software Engineering Intern | AT&T/DIRECTV | June-September 2016 (40 hours/week) |
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- Worked on Set Top Box Engineering team using process of Agile/Scrum, and Mercurial for code collaboration
- Bridged together Reddit threads with live/recorded television to integrate social media using Java/Eclipse

PROJECTS

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| Human Tamagotchi App | Android Studio, AWARE, Java | March 2019 |
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- Created animated avatar to react to inputs received to promote a healthy lifestyle, inspired by Tamagotchi toy
- Performed SQL queries from Android framework AWARE to change avatar's happiness score based on user's screen usage and amount of healthy activities (running, exercise)
- Developed using Java in Android Studio, YouTube demo at <https://youtu.be/cRURCqyKJkE>

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| Mixabot using Facebook ChatBot | Node.js, Express, JavaScript | April 2016 |
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- Analyzes picture or text input and cultivates Spotify playlist based on emotions displayed
- Uses Facebook Messenger/ChatBot to respond to user's requests
- Worked with IBM's Watson API for text analysis and Microsoft's Emotion API for facial analysis
- Created at LA Hacks, a weekend-long hackathon

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| MASSIVE Game | Qt Creator, C++ | March 2016 |
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- Game created in 10 weeks based on Agar.io and Kirby games
- Used C++ and the cross-platform IDE/game engine Qt Creator
- YouTube demo at <https://youtu.be/C030ncBbgYk>