

EDUCATION

Los Angeles, CA	University of California, Los Angeles	September 2017-March 2019
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- M.S. in Computer Science, GPA 3.2
- Graduate 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

Los Angeles, CA	University of California, Los Angeles	September 2013-August 2017
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- B.S. in Mathematics of Computation, June 2017; Dean's Honors List: Fall 2013, Spring 2015
- Undergraduate Coursework: Theory of Calculus; Linear Algebra; Differential Equations; Discrete Structures; Complex Analysis; Graph Theory; Introduction to Probability; Mathematical Statistics; Programming C++; Introduction to Computer Architecture/Assembly/Operating Systems; Software Construction Laboratory; Fundamentals of Artificial Intelligence; Physics-Mechanics, Oscillations & Waves & Electric/Magnetic Fields

SKILLS

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- **Languages:** Java; C++; C; Python; JavaScript; HTML/CSS; PHP; MySQL; OCaml; Lisp; R
 - **Technologies:** Qt; Android Studio; Bootstrap

EMPLOYMENT

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

Tamagotchi Health App	Android Studio, AWARE, Java	March 2019
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- Created human avatar to react to inputs received to promote a healthy lifestyle, inspired by Tamagotchi toy
- Takes user input from AWARE sensors such as amount of user exercise and increases or decreases happiness score
- Developed using Java in Android Studio

Partial Iterative FGSM Attack	PyCharm, Machine Learning, Python	December 2018
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- Modified Iterative Fast Gradient Sign method to perturb select pixels away from gradient of loss function, changes input images to cause models to misclassify
- Studied research field of Adversarial Machine Learning, tested project by running on MNIST challenge models

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

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://www.youtube.com/watch?v=C030ncBbgYk>