

education

2022 **University of California, Los Angeles**
B.S. Computer Science

employment

June 2019 - Current

InTouch Health | Provider Access Software

Software Engineering Intern - iOS

- implemented front-end UI theming and branding for versions of iOS app licensed to our healthcare clients
- developed internal crash logging handlers in Objective-C to record and diagnose user session crashes
- held design review to manage the impact of integrating Swift into a primarily Objective-C and C++ app ecosystem

Nov. 2018 - May 2019

Logos News LLC | Mobile Team

Software Development Intern

- built user and article engagement mapping feature with Google Maps API for iOS
- led design and integration of Firebase user data and media storage, and development analytics tools to track user retention
- dispatched calls to write and fetch data to update cache and render UI components in Swift

projects

iOSDH

app designed to provide drivers with an outlet to autonomously, hands-free, report potholes they encounter to the relevant government agencies. built natively in **Swift**, and makes calls to **Firebase Realtime Database** and our ML model in **Google ML Engine**, updates **JavaScript** dashboard web app.

Up2Date

flexible and customizable news subscription platform that allows users to keep up with relevant topics. historical data is scraped with **Bing Search API**, and services are delivered to users with **Amazon SES**. implemented through a **Django** server hosted on **AWS Elastic Beanstalk**, where the user interacts with a front-facing **Chrome extension**.

Sincerely, AI

deep learning project designed to classify sincere text with model trained using **transfer learning**. implemented back-end API with **Django**, built and trained ML model with **Keras** and **AWS**, implemented UX through **Chrome and Firefox browser extensions**, and integrated our browser app with **Twilio API**.

Micromouse

autonomous robot designed to find the center of a 16x16 maze programmed in **C++**. designed schematic and PCB from scratch using **Eagle**, and developed maze-solving algorithms with **Arduino**.

GravityFall

jump and reverse gravity your way through dangerous dungeons to find treasure. built from the ground up in **Unity**, and scripted with **C#**.

StencilMe

app that uses the **iOS ARKit API** to display a user image on a flat surface of their choice, removing the need to carry around or create physical stencils to replicate their hand-drawn images. built with **iOS SDK** in native **Swift**.

skills

TECHNICAL SKILLS

Objective-C, Swift, iOS SDK, C++, C, JavaScript, HTML, CSS, Python, Django, Git, Perforce, Bash