

Experience

Software Engineer at Deutsche Bank

July 2022 to Present

- C++ Developer for Quantum, providing the software for high-frequency strategies that connect with financial exchanges globally.
- Implemented low-latency sending and receiving of trade information on critical paths.
- Conducted interviews, resulting in the hiring of 2 new developers.

QA Intern at Lucy AI

May 2021 to August 2021

- Extensively tested Lucy's knowledge management system, utilizing Jira to report bugs and verify changes.
- Ensured batch provisioning of users worked correctly, allowing 10,000+ users to be added at a time.

Lead Intern at Holmes Center for Entrepreneurship

October 2019 to August 2021

- Conducted regular meetings with all interns to assess current status and delegate new tasks.
- Developed and maintained pages for several University websites using Drupal and Git. Ensured the MIN-Corps website could safely migrate to Drupal 9 by upgrading modules.
- Responsible for communications to over 5,000 students and faculty using Salesforce Marketing Cloud.

Skills

Languages: C/C++, Python, Java, C#, JavaScript, HTML, CSS, OCaml, SQL, x86 Assembly

Technologies: Git, Windows, Linux, React, Google Cloud Platform

Other: Unity, Figma, Adobe Suite

Education

University of Minnesota Twin Cities

September 2018 to May 2022

Bachelor of Science in Computer Science

Minor in Interdisciplinary Design

GPA: 3.61

DIS Copenhagen

August 2021 to December 2021

Study abroad in Copenhagen, Denmark. Took a variety of interesting courses, including Game Development, Danish Design, and Counter-Terrorism and Intelligence Analysis.

Projects

- The Red Line - 3D game prototype written in C# using the Unity engine. 60+ downloads.
- Piecemeal - app concept to streamline process of donating to those in need; Forge Competition semifinalist.
- Algorithmic trading program - Written in Python using the Alpaca API.

Activities

Marching band/Drumline, Design U, Boxing Club, Chinese American Student Association, Church leadership