

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Intended B.A. in Applied Mathematics, Computer Science

* Fall 2017 // ** Spring 2018

2017 - 2019

GPA: 3.5/4.0

- > CS170 / Efficient Algorithms & Intractable Problems**
- > CS188 / Artificial Intelligence**
- > CS61C / Machine Structures**
- > CS61B / Data Structures*
- > CS61A / Structure & Interpretation of Computer Programs*
- > Math 110 / Linear Algebra*
- > CS70 / Discrete Mathematics & Probability Theory

DE ANZA COLLEGE

Mathematics & Computer Science

2015 - 2017

GPA: 3.79/4.0

- > CIS 22C / Data Abstraction & Structures
- > MATH 2A / Differential Equations
- > MATH 2B / Linear Algebra
- > Elementary Statistics

PROJECTS

DEEPPFRANK

Fall 2017 - Present

- > Independent study on machine learning and natural language processing with Python and TensorFlow.
- > Create an algorithm that learns how to generate new lyrics based on the music artist Frank Ocean using a Sequence-to-Sequence LSTM model.

AUDIOCRAWLER

Spring 2017

- > Investigated deep learning and music genres during LAHacks 2017 with a group of four. Used Python, TensorFlow, and Librosa.
- > Processed a large music database, then used audio spectrograms in order to classify music genres.
- > Predicted music genres based on user input with a LSTM neural network.

VACATIONPLANNER

Winter 2017

- > Team project for De Anza College's CIS 22C that demonstrated knowledge of data structures and abstraction. Coded in C++.
- > Implemented user and file I/O, overall design, as well as data structures, such as hash tables, binary search trees, and stacks.

DISCORD BOT

Fall 2016

- > Independent project that was intended on improving user experience in various Discord chatrooms. Coded in Python with the Discord API.
- > Implemented various games like Hangman and 8-ball. Also played music from YouTube and SoundCloud based on user requests, as well as generated various images from Google.

SKILLS

- > HIGHLY SKILLED: C++, Java, \LaTeX
- > PROFICIENT: Python, HTML, CSS, C, Git