

EDUCATION

Bachelor of Science, Computer Science

June 2017 (Expected)

University of California, Davis

PROFESSIONAL EXPERIENCE

Software Development Engineer Intern, Amazon | June 2016 – September 2016 (Expected)

Assigned to the AmazonFresh team.

TECHNICAL PROJECTS

SpaceX Hyperloop Pod | C, C++, Python

Software and Controls Engineer on the UC Davis team for a SpaceX Hyperloop pod design & build.

- Engineering control systems using controllers, sensors, regulators, and other electrical hardware.
- Proposed our control systems design to a panel of SpaceX, Tesla, and academic judges at Texas A&M.

Walkiki | Java

An Android app that allows you to create, share, or take a walk on a user-generated route.

- Implemented a middle-tiered system that integrates with Google App Engine to update and display friend locations on a map in real-time.
- Utilized the Firebase API for local and cloud storage of user information.

Feedr | Python, SQLite | thedylanhouse.com/feedr

A Twitter service for keeping your followers engaged.

- Parses XML from online sources and then Tweets the relevant data, i.e. text and an image.
- Utilizes a database to ensure that the data is never published more than once.

Vastoverload | Java, MySQL, Swing | github.com/vastlee/vastoverload

Track your weight lifting progress from the desktop.

- Implements a graphical user interface and adheres to the model-view-controller pattern.
- Utilizes an online database to update and retrieve user information, i.e. login and exercise data.

TComm | C++ | github.com/housed/tcomm

A text-based chat application for the Windows desktop.

- Utilizes TCP/IP sockets and the client-server communication model.
- Implements a multithreaded approach for enabling multiple client connections to a server.

Eventbrite Web App | Python

A web app that displays upcoming events in desired categories.

- Implemented with Django framework to configure app URLs, page views, and page templates.
- Utilizes Eventbrite's endpoints to gather and format event data from JSON sources.

PROGRAMMING LANGUAGES AND TECHNOLOGIES

(Skilled) C++, Java; (Proficient) Python, JavaScript, HTML/CSS; (Familiar) R, Haskell, Assembly ARMv6
(Proficient) MySQL, SQLite, Django, Swing, JUnit, Git; (Familiar) Android, PostgreSQL, Meteor