

Objective

looking for: full time positions starting in Autumn 2020 in

- front-end software development
- UX engineering
- UX research

Education

UC San Diego — Computer Science: Human Computer Interaction, M.S. '20

- GPA: 3.85

UC San Diego — Computer Science B.S. '19, M.S.

- GPA: 3.6
- Tutor for Data Structures
- Volunteer Coordinator for CS ForEach

Internship Experience

Google — Software Engineering Intern (2019)

- Front-end development for confidential mobile / web applications
- Developed engaging consumer-facing software using Angular, Typescript
- Collaborative design and prototyping with extensive documentation

Amazon — Software Development Engineering Intern (2018)

- Wrote a script to capture 3D sensor data with multiprogramming
- Trained binary classifier with convolutional neural networks
- Predicted new data in real time with 98% precision, 95% recall

Northrop Grumman, Corp. — Software Engineering Intern (2017)

- Automated code conversion for C++11 standards compliance
- Implemented abstraction of third-party logger using C++ interfaces
- Designed interactive splash screen using Visio

HyTrust, Inc. — Software Development & Technical Writing Intern (2016)

- Wrote "Introduction" and "Dashboard" chapter as technical writer
- Tested new features for browser compatibility using vSphere clients

Skills

Programming languages: Python, Java, HTML, Bootstrap, JavaScript, Typescript, Angular, CSS, Sass, C++, C, ARM / MIPS / SPARC assembly, MATLAB

Programming principles: data structures, algorithms, HCI design, iterative design, prototyping, web and Android app development, artificial neural networks

Tools: GitHub, Unix, Vim, Android Studio, VS, Eclipse, IntelliJ, Coursera, Stepik, Zybooks, Gradescope, Vocareum

Other skills: accessibility heuristics, test-driven development, technical and document writing, Agile [JIRA, Asana, Trello], computer science tutoring and education