

EDUCATION

University of California,
San-Diego
B.S. Computer Science 2023

SKILLS

COURSEWORK: Data Structures & Object Oriented Design, Software Tools & Techniques (Git, Linux/Unix, IntelliJ, etc.), CodeCademy: HTML & CSS, Intro to Computer Science: Java (I & II), Computer Organization & Systems Programming

TECHNICAL SKILLS: Java, C++, C, HTML, CSS, Python Basics, Breadboard & Circuit Basics, JavaScript Basics, Microsoft Office, Windows Video Editor, Google Suite Applications

TEST DRIVEN DEVELOPMENT: Java (JUnit)

EMPLOYMENT

UC SAN DIEGO COMPUTER SCIENCE & ENGINEERING DEPARTMENT (CSE)
Tutor Jan. 2021 to Current

- Lead group discussions to review weekly content and concepts
- Tutored individual students (one on one) and answered their questions about class content or programming assignments
- Taught students how to approach bugs in their code & how to efficiently go about solving specific problems
- Graded weekly programming assignments & quizzes

PROJECTS

BANANA PIANO Summer 2018

C#, Arduino, Breadboards & Circuits

- Wired several breadboards to complete multiple circuits to hook up a piezo speaker to make noise and play tones
- Connected wires to multiple bananas and breadboards to have each banana play a different piano tone/note through a piezo speaker
- Programmed in basic C# to code the specific sound/tone for each "key" on the banana piano

MOVIE RATING PREDICTOR Winter 2019

Java

- Implemented a unique version of the bag of words model used in Machine Learning
- Created a program that was able to make a prediction of the ratings of movie reviews based on preexisting reviews that it had already rated
- Read in raw text files containing movie reviews and their predicted ratings
- Designed program to have specific words that are associated specific values to find the total rating of the movie review

PORTFOLIO WEBSITE Summer 2020 to Current

HTML5, CSS, JavaScript

- Programmed a website that gives users insight on who I am, projects I have done, how to contact me, etc.
- Designed and styled multiple web pages/sections
- Incorporated basic user interactivity using HTML forms that would allow the user to send me their contact information
- Used responsive design to allow users to view my site on multiple desktop formats (not fully responsive on mobile yet)

IMAGE PROCESSING Summer 2018

Python

- Created a python program with functionality similar to Photoshop
- Applied tinted and lightened filters to existing images
- Edited the opacity of an image and layered on another existing image for a mysterious photo effect
- Photoshopped and layered props and people (including myself) onto another image
- Edited images to have different sized and colored borders