

EDUCATION

Pasadena City College

August 2017 - Present

Major: Computer Science

Major GPA: 3.42

Coursework: Discrete Mathematics, Data Structures, Object-Oriented Programming (C++ and Java), Intro to Computer

Science, AP Computer Science A

PROJECTS

SQL Database

• Developed an SQLite clone in C++ that stores tables locally in binary files

- Supports a subset of SQL commands (SELECT, INSERT INTO, CREATE TABLE, DROP)
- Implemented a B+Tree for indexing
- Implemented a string tokenizer and SQL parser using a state machine

Graphing Calculator

- Developed a simple graphing calculator in C++ that plots 2D cartesian functions, like Desmos
- Uses an input tokenizer and the shunting yard algorithm to convert an infix expression to postfix notation to be evaluated
- · Used SFML as a renderer

Sushi Shop

- · Worked in a team to develop a sushi making game in Java
- Player is given a randomized sushi order and must move a plate to catch falling ingredients to construct the order
- Uses JavaFX as the primary GUI library and the JavaFX canvas as the primary renderer
- · Designed the game engine framework

WORK EXPERIENCE

PCC Learning Assistance Center, Pasadena Computer Science Tutor

January 2019 - Present

- Worked one-on-one with students needing assistance to help debug code, understand concepts, and work out solutions for programming assignments
- · Worked with professors to learn how to more effectively assist students and build healthy study habits
- Helped troubleshoot problems with classroom computers

INVOLVEMENTS

She.Codes Webmaster Fall 2019

- A club at PCC that aims to provide a sense of community and support to women in the tech industry
- Collected and managed new member registration info
- · Managed sending weekly newsletters to club members

SKILLS

Languages: C++, Python, Java, JavaScript/TypeScript, HTML/CSS, LaTeX

Libraries/Frameworks: SFML, Node.js, jQuery, discord.js, Bootstrap, discord.py

Tools/Software: git, bash