

## OBJECTIVE

To be the very best, like no one ever was... (dum dum da-dum!)

## MOST SPLENDID EDUCATION

### **Brown University** (Expected Graduation: May 2013)

Computer Science and Visual Arts

4.0/4.0 GPA

Courses Include: *Software Engineering, Computer Systems, Algorithms, Programming Languages, Computer Graphics, Computer Animation, Digital Concept Art, New Media Art*

## SUPER GREAT EXPERIENCE

### **Khan Academy: Software Engineer Intern**

*Summer 2012, Mountain View, CA*

- Wrote the frontend for the new Computer Science curriculum, using Backbone JS
- Designed and implemented exploratory programs for the CS curriculum with Processing JS
- Produced video tutorials on a number of introductory programming topics

### **Facebook: Software Engineer Intern**

*Summer 2011, Palo Alto, CA*

- Worked on the frontend team for a high-impact, high-visibility mobile project
- Contributed to a new Javascript UI framework for making offline capable mobile HTML5 applications
- Acted as an stand-in UI designer and produced graphical assets for fellow engineers
- Initiated and implemented a major architecture redesign, greatly improving development efficiency of my team

### **TomTom: Software Engineer Intern**

*Summer 2010, Lebanon, NH*

- Worked closely with User Experience team to design the user interface for iPhone and Android apps
- Programmed an Android app prototype in Java

### **Flannel: Graphic Design Intern**

*Summer 2010, Norwich, VT*

- Designed website architecture and wireframes, using Adobe Illustrator

### **Brown CS Dept: Head Teaching Assistant**

*Fall 2011, Providence, RI*

- Led a team of 23 undergraduate teaching assistants for an introductory computer science class with 200+ students
- Worked with Professor Andy van Dam on course development to improve the learning process for students
- Held office hours, conducted lab sessions, designed and graded student assignments
- Wrote, directed, and performed humorous skits during lecture, a 20+ year tradition of the course

## AWESOME PROJECTS

### **Sparketplace**

- An online marketplace with emphasis on local trading
- Wrote backend in Java using the framework, Play!

### **Ballsy**

- A grappling hook platformer game written in Java; also comes with a level editor

## SPECTACULAR AND NOBLE SKILLS

### **Programming Languages**

Java, Javascript, Python, C++ (in order of proficiency)

### **Languages**

English, French, Chinese (spoken)

### **Technical Proficiencies**

Git/Hg/SVN, Eclipse, Photoshop, Illustrator, Painter, Maya, After Effects

## MOST HILARIOUS AWARDS

- Anita Borg Scholarship Finalist (2012)
- ESA Foundation Computer and Video Game Scholar (2010)
- National Merit Scholar (2009)
- Robert C. Byrd Scholar (2009-2010)
- Hanover High School Valedictorian (2009)

## STRANGE AND WONDERFUL INTERESTS AND ACTIVITIES

Teaching, Digital Drawing and Painting, Hip Hop Dance, Cooking, Musical Theater, Piano, Figure Skating