



Education

University of
California, Riverside
B.S. in Computer
Science 2019
GPA: 3.4/4.0

Skills

Intermediate:

C++, C#, C,
Python3, Git, Unity
3D, Android SDK,
Mac OSX, Agile
Methodologies,
Scrum

Familiar:

Java, Django, HTML
& CSS, React Native,
Javascript,
Bootstrap, OpenGL,
Matlab, Maya,
Windows, Linux, Vim

Coursework

Software
Engineering
Operating Systems
Linear Algebra
Multivariable
Calculus
Physics
Data Structures &
Algorithms
Machine Learning
Computer Graphics
Virtual Reality

Professional Experience

Freelance | Python & Django Instructor

May 2020 - Present | Remote

- Teach Python3 and Django to students using Google Colab via Skype
- Build a portfolio / blog site in Django using the Model-View-Template Pattern
- Code a web scraping Python script with BeautifulSoup4 retrieving NBA data

The Coding School | Python Instructor & Curriculum Writer

Sept 2019 - May 2020 | Remote

- Taught computer science concepts in Python3 to middle school students
- Established the Android development curriculum
- Introduced views, layouts, lists, fragments, and Model-View-Controller pattern

University of Southern California Institute for Creative Technologies | Visiting Researcher Intern

June 2018 - Aug. 2018 | Playa Vista, CA

- Worked on the Real-time Rendering for Virtual Humans Project
- Developed blend-shape (animation) pipeline in C# to view facial rigs in Unity 3D
- Coded a graphical user interface using python scripts to animate facial scans
- Parsed data files efficiently in C++ containing vertices of 3 facial expressions

UC Riverside | Computer Graphics Assistant

Jan 2018 - Feb 2018 | Riverside, CA

- Programmed POV-Ray test scripts to render OpenGL & PhysBAM simulations
- Compiled photo stills using FFmpeg commands to produce movie files
- Organized a Kanban board to communicate status of renderings

Technical Projects

IkiEye | React Native Developer

July 2020 - Present | Personal Project

- Develop a "reason for being" cross-platform mobile application

VR Vapors | Google Cardboard Virtual Reality Developer

July 2019 - Aug 2019 | Personal Project

- Coded wave visualizations based on song frequencies in C# through Unity 3D

Ball Hero | Unity 3D Game Developer

Apr 2019 - June 2019 | Class Project

- Led a team of 5 in creating a 3D rolling ball game using a scrum methodology
- Developed in-game enemies with C# scripts

Carnival Games | Oculus Rift Virtual Reality Game Developer

Sept. 2018 - Dec. 2018 | Class Project

- Collaborated with 3 teammates in assembling the game logic in C# and Unity
- Designed 3D Ball Toss game assets in Maya and Unity

R' Park | Android Developer

Sept. 2018 - Dec. 2018 | Class Project

- Built an Android app in Java that assists students find parking at UC Riverside
- Generated parking trends from university servers using data stored in Firebase
- Directed a team of 4 in user interface design choices as scrum master