

## EDUCATION

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### University of California, San Diego (Admitted, Fall 2025)

Masters of Science in Electrical and Computer Engineering, Expected 2027

- Research Area: Machine Learning & Data Science

### California State University, Fullerton

Bachelor of Science in Computer Science, December 2024

GPA: 3.72

## EXPERIENCE

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### Software Engineer Intern | PanPalz

July 2024 - Present

- Migrated and restructured legacy registration code into the new project setup to use react navigation
- Developed 15+ core UI screens and reusable components using React Native, Typescript, and CSS, including a date of birth screen, gender select screen, avatar select screen for the registration/login flow, and settings module screens
- Developed and executed comprehensive Jest test cases for key features, ensuring reliability and performance

### Substitute Teacher | The Education Team

May 2024 - October 2024

- Managed classrooms of 30+ students across various grades, ensuring curriculum continuity in subjects like math, science, and language arts
- Conducted daily lessons and managed classroom dynamics in the absence of regular teachers, ensuring a smooth learning experience for students
- Collaborated effectively with school staff to address concerns and resolve issues, emphasizing open communication

## PROJECTS

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### VRrecover: Exposure Therapy in VR (Unity VR, AWS, C#, FishNet Networking, Docker)

- Worked with four other students to develop a VR exposure therapy application using Unity and C#, that enables therapists to create customizable therapy scenarios for treating phobias virtually
- Developed a serialized UI system using C# scripts to enable dynamic and customizable therapy scenarios, reducing configuration time by 50% and enabling therapists to easily design scenes without technical expertise
- Designed and implemented the DynamicUIManager, leveraging Unity's event handling and FishNet Networking to ensure synchronized and adaptive VR interactions across diverse scenes

### Spotify Mood Analyzer (React.js, Tailwind CSS, Node.js, Express, MySQL, SpotifyAPI, D3.js)

- Built a Full Stack application with Spotify API integration to analyze 150+ songs, helping users track mood variations based on musical attributes such as valence and acousticness
- Utilized d3.js to design interactive graphs, improving data interpretation compared to static charts
- Reduced API data-fetching time by 25% through optimized backend processes in Node.js and Express

### Rewind: Real-time Zoom Playback and Flagging (React.js, Material-UI, RecordRTC, MediaSource API)

- Developed a real-time lecture playback tool that allows students to rewind Zoom recordings, flag key moments, and catch up in real time, achieving a 50% increase in playback smoothness by dynamically managing video chunks in a source buffer and handling multiblob data using MediaSource API and RecordRTC
- Built functionality for editing and deleting timestamped flags, using React state management and Javascript to allow users to dynamically label and return to key parts in lecture

## TECHNOLOGIES AND LANGUAGES

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- Python, Javascript, Typescript, C++, C#, Java, React, React Native, Node.js, Swift, MySQL, HTML, CSS, Tailwind CSS