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OBJECTIVE

To acquire an internship in the software engineering industry that will influence my interests and increase experience in computer science and software engineering.

EDUCATION

The Ohio State University *College of Engineering, Columbus, Ohio*
Bachelor of Science in Computer Science and Engineering, Software Engineering Track
Grade Point Average: 3.042 / 4.0
Expected to graduate in May 2022

SKILLS

Programming Languages/Skills: Swift, Java, C, C++, C#, Python, Data Structures, Algorithms, Software Design Patterns, Agile Methodologies
Tools/Environment: Xcode, Firebase, CocoaPods, Git, Jenkins, GCC, Vim

EXPERIENCE

Software Engineering Intern, Apple Inc. *May 2021 – August 2021*

- *SWE intern in Internet Technologies Team as a position of Comms Application Automation Intern.*

Research Software Engineer, NASA THP 2017 Project *October 2018 - May 2021*

- Undergraduate assistant under the supervision of Dr. DK Kang sponsored by NASA THP project titled "SWE Retrieval Performance Using Active and Passive Microwave Observations"
- Duties included developing and maintaining applications mainly written in C, C++, MATLAB, and Python.
- Co-authored an abstract titled "Physically Based Hydrology Model in a Snowmelt-Dominant Watershed" for 2020 AGU Fall Meeting.

iOS R&D Technical Intern, SAS Software Inc. *May 2020 – August 2020*

- Responsible for Data and Analytics Visualization on the iOS platform.
- Assisted the iOS software engineering team with the development and production of the SAS Visual Analytics App. This includes writing automation tools and code for testing the app, diagnosis of bugs found and developing fixes in the code. The internship also involved prototyping and developing solutions on the mobile platform for a research topic in the area of Analytics, Data Visualization and Mobile Computing.

Software Development Intern, Lenovo United States *May 2019 – January 2020*

- Responsible for developing software solution that automates a significant number of repetitive tasks performed by the employees
    - Used Java with JavaFX framework and used multithreading to perform multiple GET REST requests simultaneously

PROJECT

GeoPic iOS *January 2021 – May 2021*

- Built with Swift, UIKit, and Firebase. A scavenger type app that encourages users to physically go around the map and view the pictures taken by other users only if the user is within 100m of the photo. This was a semester long team project with two other developers.
- https://cse5236-geopic.github.io/GeoPic-iOS/