

EMPLOYMENT

Undergraduate Research Assistant **University of Colorado Boulder** **January 2022 - Present · 1 mos**

DEPARTMENT OF MATHEMATICS

- Developed a JS library for interactive mathematical publishing alongside with Professor Joshua Grochow.
- Implemented features ranging from simple UI changes to deeper tools that interact with mathematical constructs and arguments.

Sales Floor Associate **University of Colorado Boulder** **Aug 2021 – Jan 2022 · 6 mos**

CU BOOKSTORE

- Assisted manager and leads on multiple projects around the bookstore.
- Helped customers navigate through the bookstore, aided in sales, and inquires.

EDUCATION

Boulder, CO **University of Colorado Boulder** **Fall 2019 – May 2023**

- Bachelor of Science, Computer Science, May 2023. In-major GPA: 3.916
- Undergraduate Coursework: Algorithms; Data Structures; Software Development; Databases; Artificial Intelligence; Data Science; Big Data Architecture; Principal of Programming Languages; Comp. Systems; OS.

TECHNICAL EXPERIENCE

Projects

- **Monopoly CU Boulder Edition** (2019). A first-year one month project to showcase my skills using C++.
- **LazyEdit** (2019-Present). LazyEdit is a side-project to automate the task of video editing. Built using OpenGL (graphical interface), OpenCV (detect and automate), FFmpeg (processing of video and audio), C++, and CMake.
- **Taskit** (2021). A semester-long group project designed to connect users to blue collars. Built using HTML, CSS, React and Node JS, MySQL, Heroku, REST APIs (Google Maps and Stripe Payment), and agile development methodologies.
- **Personal Portfolio** (2021). A personal side-project created using HTML, CSS, React and Node JS, Docker, PostgreSQL, and GitHub Rest API.
- **Vid2ASCII** (2021). Vid2ASCII is a summer side-project using C++, OpenCV, and multi-threading concepts that aims toward real-time conversion of videos into ASCII text. Inspired by the 1s and 0s of Bad Apple.
- **ITLP Learning Space Reservation** (2022-Present). Working alongside two stakeholders J. Franklin (Assistant Director of ITLP & Director of IT) and Kunta Hutabarat (OIT Software Development Manager) to create a study room reservation app for CU engineering students to use at ITLL.

Languages, Technologies, and Skills

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- **Languages** – (Proficient): C++, Python, SQL (MySQL, PostgreSQL) ; (Prior Experience): C, C#, Octave
 - **Technologies** - (Proficient): Version Control (Git), CMake; (Prior Experience): Visual Studio, Figma
 - **Web Development** - (Proficient): HTML, CSS, JS (JavaScript, Node, React), REST APIs; (Prior Experience): Docker, NoSQL (Cassandra, MongoDB)
 - **Skills** - Agile development methodologies (Scrum), Jira/Atlassian, Image Processing, Time Complexity Analysis
 - **MISC** – FFmpeg, OpenCV, OpenGL
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