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EDUCATION

Computer Science, B.S / University of California, Santa Barbara

Graduation: June 2020

RELEVANT EXPERIENCE

Android Software Engineer - Kippo, Covalent Inc. (Los Angeles, CA)

Jan - Dec 2019

- Responsible for feature development, debugging and testing of the entirety of the Kippo Android application, in addition to building and deploying updates on Google Play Store.
- Managing Play Store presence, A/B testing, in-app subscriptions, crashes and ANR reports.
- Collaborate with the backend team in API design decisions when distributing responsibilities between backend services and clients. Refactoring the client network stack led to up to a 70% reduction on database load which allowed us to increase concurrent user count.
- Integration of Solana's Phantom Wallet to allow in-app use of Kippo Land and Outfit NFTs .
- Performed Unity integration during a major app refactor to create the app's iconic hybrid design.
- Designed the bidirectional communication protocol (which relies on IPC and JNI) between the Android and Unity environments used for data sharing and state synchronization.

Computer Science Tutor at University of California (Santa Barbara, CA)

Jan - Dec 2019

- Collaborated with a team of tutors and the course instructor to manage teams of students working on course projects. Responsibilities included test reviews, grading and ensuring that deadlines were met so that a working product was delivered at the end of course.

PROJECTS

Flutter Donation App – Startup

Sep 2020 – 2021

- A reactive cross-platform mobile application developed in tandem with a group of developers. It was intended to be a competing service to donation services such as GoFundMe, Fundly, Razoo, etc...
- Built using Flutter due to its fast front-end development capabilities and near native performance.

Android Game Wishlisting App – *GameLoggd*

June 2021

- Application grants users the ability to search for and save favorite and wishlisted games.
- Utilizes the Internet Game DataBase (IGDB) REST API to retrieve game data with the aid of Retrofit 2.0 and OkHttp libraries for HTTP requests and JSON responses.

Android E2E Messaging App – *M'Chat*

Jan 2020 – 2021

- An end-to-end encryption messaging application that allows sending text and multimedia messages through Wi-Fi/LTE using a custom messaging protocol over TCP.
- User privacy is ensured through asymmetric encryption and only permanently preserving decrypted messages locally on a user's mobile device using Room Persistence Library and Android Keystore.

React Native Rideshare Class Project – *Gacho Rides*

Apr – Sep 2018

- Worked with a team of three students to design and develop a mobile ridesharing application which utilizes a map-based search algorithm to facilitate ride-sharing for UCSB students.

SKILLS

- **Frameworks/OS:** Android, Flutter, React Native, Unity, AWS, Firebase.
- **Languages:** Kotlin, Java, Dart, JSX (React), C#, C/C++, Python, Javascript.
- **Tools:** RxJava, Koin, Jetpack Navigation, OpenApi, JUnit, Moshi, Git, Slack, Jira
- **Design Patterns:** MVVM, Clean Architecture, Multi-Module, TDD, Reactive, Repository, DI.