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EDUCATION

University of California, Santa Barbara

Graduation: June 2020

- Bachelor of Science in **Computer Science**.
- **Relevant Coursework:** Computer Security, Computer Networks, Operating Systems, Computer Graphics, Database Systems, Data Structure and Algorithms, Automata and Formal Language.

RELEVANT WORK EXPERIENCE

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

Jan - Dec 2019

- Tutored undergraduate students at intro level courses about the basics of programming.
- Managed teams of students working on a course project. Responsibilities included grading their work and ensuring that deadlines were met so that a working product was delivered at the end of course.
- Assisted students with one on one sessions about challenging topics in the course.
- Collaborated with a team of tutors and the course instructor in structuring the course in the best way to address concerns raised by students.

PROJECTS

Flutter Donation Application – Startup

Sep 2020 – Present

- A reactive cross-platform mobile application developed in tandem with a group of developers. It is intended to be a competing service to donation services such as GoFundMe, Fundly, Razoo, etc...
- Utilizes Flutter's ease of development and native performance for fast front-end development.
- Fund transfer from user accounts to startup's account are handled by Stripe services.
- Uses Firebase/Firestore to handle authentication requests as well as for database transactions.

Android E2E Messaging Application – M'Chat

Jan – May 2020

- An Android, end-to-end encryption messaging application that allows users to send text and multimedia messages through Wi-Fi/LTE.
- Client on the user's device communicates with a centralized server that is responsible for delivering encrypted messages to the destination user.
- The central server is hosted in AWS and account management, database services and storage are handled by Firebase services.
- User privacy is ensured by encrypting all messages and only permanently preserving messages locally on a user's mobile device using Android Jetpack's Room Persistence Library.

React Native Rideshare Class Project – *Gaucha 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 find matching rides for UCSB students. It allowed users to easily find other users with whom they could travel and allowed them to arrange rideshares.
- Utilized UML class diagrams and agile software development practices for smoother development.

Android Minesweeper Application

Jan – Aug 2017

- Recreated the classic minesweeper game as an Android application.
- Game scales in difficulty based on the user selected difficulty and block size.
- Android lifecycle changes are handled appropriately to preserve game data.

SKILLS

- **Languages:** Java (**Android**), JSX (React/**React Native**), Dart (**Flutter**), Python, C/C++ .
- **Tools:** Git/Github, Android Studio, Espresso, Jest, SSH, Bash, Slack, Jira.