

## Experience

### Web Apps Intern – AppLovin

June 2021 – Present

Java, Maven, JUnit, MySQL, Jenkins

- Introduced test-driven development to data aggregation projects to identify regressions when interfacing with third-party APIs which increased code coverage from 14% to 88%
- Designed the testing framework used to provide a simple and standardized method to write unit, integration, and regression tests for third-party data collection
- Set up continuous integration with Jenkins for automatic building and testing of Maven projects

### Software Engineer Intern – Ortexo

July 2020 – September 2020

Express.js, MongoDB, Mongoose ODM, React.js

- Developed endpoints for the REST API in Express.js that handled user information
- Interfaced with MongoDB through the Mongoose ODM to store user session data

### Software Engineer Intern – SUSTaiN

March 2019 – July 2019

React.js, Bootstrap

- Developed the company website to improve the company's online presence
- Increased traffic to the website by over 500% by creating original SEO content and utilizing other SEO techniques

## Projects

### Monopl.io

January 2021

Ruby on Rails, React.js, GraphQL, PostgreSQL

- Designed a remake of the classic Monopoly board game with the option to add custom rules and features
- Utilized polymorphic associations in a relational database to distinguish game tiles
- Updated the client-side game state in real time using WebSockets and GraphQL Subscriptions

### Jelli

September 2020

Django, React.js, PostgreSQL, Cypress

- Developed a full-stack web application with a normalized schema to help users manage projects and tasks through a card-based organization system
- Wrote unit tests in Django and end-to-end tests using Cypress for React.js components

### Pathfinder

June 2020

HTML5 Canvas, JavaScript

- Created a JavaScript widget that generates and solves mazes with an animated GUI
- Implemented Dijkstra's and A\* algorithms to find a shortest path through mazes generated by Kruskal's algorithm

### Cookie IDE

April 2019

JavaFX

- Created a JavaFX drag and drop development environment for JavaFX GUI components
- Implemented multithreaded socket programming over TCP to write and read old files

## Education

### University of California, Santa Barbara

BS, Computer Science  
August 2020 - June 2024  
GPA: 3.8/4.0

### Relevant Coursework

Data Structure  
Algorithms  
Computer Architecture  
Discrete Math  
Linear Algebra  
Multivariable Calculus  
Statistics

## Honors

Dean's Honor  
Eagle Scout

## Interests

Distributed Systems  
Microservice Architecture  
Functional Programming  
Cloud Computing

## Technologies

### Languages      Front-end

Java	React.js
JavaScript	Sass
Ruby	HTML5
C/C++	Canvas
Python	Cypress
Elixir	

### Back-end      Others

Ruby on Rails	Git
Django	Maven
Express.js	Jenkins
Phoenix	MIPS