

SUMMARY OF QUALIFICATIONS

- Motivated student passionate about robotics, autonomous systems, and software development.
- Proven experience in coding languages, dynamic problem solving, logical thinking, and error analysis.
- Effective teamwork & project management as demonstrated through coursework & extracurriculars.

TECHNICAL SKILLS

- Programming Languages: Java (Proficient), Python (Proficient), SQL (Proficient), C (Intermediate), JavaScript (Beginner), React Framework (Beginner), HTML (Beginner), CSS (Beginner)
- Technologies: Git, Linux, VSCode, MySQL, SQLite3, Microsoft Azure, IntelliJ, Eclipse, Android Studio

EDUCATION

University of Washington, Seattle, WA

Expected June 2023

Bachelor of Science, Electrical and Computer Engineering, 3.79/4.00 GPA (Dean's List)

- Relevant Coursework: Java Fundamentals, Data Structures and Algorithms, Interaction Programming (Android Development), Data Programming in Python, Software Tools (Git and Linux Terminal), Databases (SQL, NOSQL)

International School, Bellevue, WA

September 2015 – June 2019

High School Diploma, 4.0 Unweighted GPA

- National AP Scholar, National Honor Society, National Science Honor Society, National Math Honor Society, National Technical Honor Society, FRC Robotics Varsity Letter Recipient

RELEVANT EXPERIENCE

Husky Robotics Team, University of Washington, Seattle, WA

Software Engineer

January 2021 – Present

- Working with a team to develop the mission control interface, which allows users to have control of different components of robot while viewing information about mission objectives, camera feed, and telemetry.
- This full stack project has a React-based front-end and a Node-based backend.

Arm Subsystem Engineer

October 2019 – September 2020

- Redesigned various hand mechanisms as well as implemented laser mounts to aid with computer vision.
- Learned how to work on large scale interdisciplinary projects with multiple sub teams efficiently and coherently.

Intern, Software Tester and Communications, Blaze Education, Redmond, WA

June – August 2018

- Tested out company's virtual reality software called Emoto, which allowed users to control characters and record movies and animation projects within a virtual world.
- Helped pitch summer camps and demonstrated the company's proprietary software to potential clients and maintained good customer relations.

PROJECTS / RESEARCH:

A* Algorithm Shortest Path Visualizer, Bellevue, WA

August 2020

- Created a 2-D shortest path visualizer using the Pygame python library. Implemented the program using the priority queue variation of the A* search algorithm and the Manhattan distance formula as a heuristic based on the grid format.

Predictive Analysis of Movie Success from Datasets, University of Washington, Seattle, WA

March 2020

- Utilized dataset scraped from IMDb movie database and used Python libraries such as Pandas, Scikit Learn, and Matplotlib to effectively visualize the data and predict the effects of features such as movie budget, production company, country of origin, genre, revenue, release date, run time, etc. on the success of a movie.

E-Stack, DubHacks, University of Washington, Seattle, WA

October 2019

- Created a receipt stashing app as part of a four-person team competing in the biggest 24-hour hackathon in the Pacific Northwest. This application allows easy storage and provides convenience so users don't have to search through their emails or wallets to find certain receipts.
- Utilized Python and the Spyder IDE paired with Google Vision API for this project. Users input images of their receipts and the program will stash it into an inventory based off of data gathered from text detection.