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**University of Pennsylvania, c/o 2027** GPA: 3.5 / 4.0

**Accelerated MSE:** Computer Information Science, **BSE:** Digital Media Design (Computer Science & Graphics)

**Coursework:** Algorithms & Data Structures, Advanced Computer Graphics, Computer Systems, Computer Vision

## WORK EXPERIENCE

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### **Data Engineering Intern @ Southern California Edison — Rosemead CA** 2025

- Designed and optimized ETL pipelines serving a utility with 15M residents.
- Independently learned SQL in 2 days, worked with stakeholders to deliver 10+ engineering solutions.

### **Frontend Web Developer @ Children's Hospital of Philadelphia Center for Autism Research** 2025~

- Developing ML-driven research management hub for autism studies using React, TypeScript, and REST APIs.
- Implemented scalable data visualization & state management components to streamline researcher workflow.

### **Undergraduate Business Development & Marketing Intern @ FlexIt Inc. — New York, NY** 2024

- Drafted Q4 stakeholder report and investor communications for a late-stage startup.
- Identified potential partners through research, created detailed partnership strategies, and facilitated meetings.
- Proposed + implemented UI features and marketing graphics such as a new search bar and promotional cards.

## ACTIVITIES

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### **Vice President External, 3x Project Lead, Full-Stack Developer @ UPenn Spark** 2024~

- Manage corporate relationships and partnerships for Penn's largest community of creative devs and designers.
- Led 3 full-stack product teams; scoped features, shipped apps to hundreds / thousands of users.

### **Industrials Committee @ Wharton Investment & Trading Group** 2024~

- Applied financial modeling + competitive analysis, and pitched in intercollegiate competitions.

### **Board Member @ UPenn Women in Computer Science Residential Program** 2024

- Founded faculty speaker series; organized technical workshops.

### **Governmental Affairs Director @ California Association of Student Councils** 2024

- Authored & passed 3 CA laws, facilitated a 20-organization coalition including ACLU and Human Rights Watch.

## PROJECTS

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### **OpenGL Mini Minecraft — C++, OpenGL, GLSL** 2024

- Ground-up voxel game engine with custom rendering pipeline. Team of 3.
- Built VBO-based terrain system, procedural sky shaders, and real-time water waves & reflections.

### **Internet Atlas — Three.js, D3.js, React, Pinecone, FastAPI, Supabase** 2025

- Technical PM for a 3D graph visualization interface exploring large-scale browsing data (300 nodes, 1000+ edges).
- Designed custom ML pipeline embedding the feel and ambiance of a website based on visual and textual data
- Built an interactive 3D force-directed graph with custom camera movements, interactions, and SVG animations

### **Into the Blue: Virtual Museum Experience — React, Node.js** 2024

- Developed browser-based storage and scalable camera-to-sticker pipeline for museum exhibition experience.
- Currently maintaining production deployment for 9+ months for 180k visitors with consistent performance.

## SKILLS/ACHIEVEMENTS

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**Languages:** Python, C++, Java, TypeScript, JavaScript, SQL, GLSL, OCaml, C

**Frameworks:** React, Vue.js, Next.js, React Native, Node.js, Django, PostgreSQL, MySQL, Supabase, OpenGL, WebGL

**Concepts:** Algorithms & Data Structures, Rendering Pipelines, Full-stack Web & App Development, Machine Learning, Data Pipelines, User Interface Development, Computer Graphics, Ray-Tracing, GPU Rendering, Multithreading

**Tools:** Figma, Adobe Creative Suite, Maya, Docker, AWS, Github, Git

**Achievements:** 3x AIME qualifier (top 2.5% nationwide); Korean TOPIK II Level 6 (highest).