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University of Pennsylvania — BSE Digital Media Design (Computer Science & Graphics), c/o 2027 GPA: 3.5 / 4.0

Coursework: Algorithms & Data Structures, Advanced Computer Graphics, Computer Systems, Linear Algebra

WORK EXPERIENCE

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

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

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

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