

## EDUCATION

### THE UNIVERSITY OF TEXAS

#### Bachelor of Science and Arts in Computer Science

Austin, TX

Spring 2017 (Expected)

- CS GPA: 3.47
- Business Foundations Program
- Freshman Research Initiative (Computational Intelligence in Game Design stream)

## EXPERIENCE

### RETAILMENOT, INC.

#### Software Engineering Intern

Austin, TX

Jun 2016 to Aug 2016

- Created the front-page of RetailMeNot Gift Cards (giftcards.retailmenot.com, pending publication)
- Performed full-stack work, using Redux with FlightJS (by Twitter), Node, and Spring for the Java API
- Added a banner with featured company deals to the RetailMeNot homepage, promoting Gift Cards as a RetailMeNot product

### NATIONAL INSTRUMENTS

#### Co-op Software Engineer

Austin, TX

Aug 2015 to Nov 2015

- Transitioned from an Intern role to a part-time Software Engineer, on a team in the research and planning phase of an upcoming product
- Planned, designed, and wrote two specifications for features to convert old product metadata into a new format

### NATIONAL INSTRUMENTS

#### Software Engineering Intern

Austin, TX

Jun 2015 to Aug 2015

- Created a tool that allowed the company's product developers to quickly and easily access database information
- Given complete responsibility of the project (with guidance), from planning and design to initial release
- Wrote the UI in C# with Windows Forms, and the back-end in C++

### ABB ENTERPRISE SOFTWARE

#### Software Engineering Intern

Austin, TX

May 2014 to Jul 2014

- Modified and expanded the company's Cordova mobile application, correcting errors and increasing efficiency
- Used the Mocha test framework to write and fix several unit tests

## ACADEMIC INVOLVEMENT

### THE UNIVERSITY OF TEXAS

#### Undergraduate Teaching Assistant

Austin, TX

Aug 2016 to Dec 2016

- For CS 373: Software Engineering, by Professor Glenn Downing
- Assisted students in learning development tools (Docker, git, Travis CI) and web frameworks/tools (AngularJS, PostgreSQL, Flask)

### THE UNIVERSITY OF TEXAS

#### Undergraduate Teaching Assistant

Austin, TX

Jan 2016 to May 2016

- For CS 314: Data Structures, by Lecturer Mike Scott
- Led weekly discussion sections, graded weekly projects written in Java, and assisted students in learning fundamental data structures

## PROJECTS

### (SWE)ET MUSIC (sweetmusic.me)

- Working with a group, created an interactive web application that allows users to browse a vast amount of music-related data
- Written using Flask and AngularJS with a MySQL database

### INTERACTIVE EVOLUTION WITH MINECRAFT TEXTURES

- Working with a group, created a program that could generate a design to display as a skin model in the video game, Minecraft
- Based on the concept of "evolutionary art", using user-guided evolution

## SKILLS

**LANGUAGES:** Python, C++, Java, SQL

**WEB DEVELOPMENT:** HTML, CSS, JavaScript

**TOOLS/Frameworks:** React, AngularJS, Sass, Webpack, Grunt, Mocha, Karma