
EMPLOYMENT

Software Developer	UC San Diego Health	Oct 2016 – current
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eContour.org

- Working as the lead developer on eContour, an app that provides easy access to sample case contours through an intuitive interactive interface aimed at radiation oncology providers.
- Added functionality to allow users to draw contours on top of a stack of DICOM images using cornerstone.js, cornerstoneTools.js, meteor.js and the HTML 5 Canvas API.
- Working on creating an internal search tool, allowing users to search cases based on ~3000 contour names.
- Responsibilities include implementing new features to improve the quality of radiation delivery through the app and updating/adding new cases.

Interim Intern	Qualcomm Incorporated	Summer 2015
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Software Developer, Enterprise Engineering Tools and Solutions IT team

- Created a web app using node.js, express.js and MongoDB to allow users to anonymously submit feedback for our team's bi-weekly retrospective meetings as part of our agile software development release cycle.
- Implemented features such as user upvote/downvote on feedback notes and a "Push" button to deploy the notes on the team's confluence page to be displayed and discussed during the retrospective meetings.
- Wrote scripts in node.js to retrieve relevant user information from internal Qualcomm databases based on a user's user ID. Ran code coverage and wrote tests for these scripts using Istanbul and Mocha respectively.

Web Developer	UCSD Software at iGEM	Summer 2014
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- Worked as a software developer for the UC San Diego team that took part in the international genetically engineered machine (iGEM) competition in 2014, winning a gold medal at the iGEM 2014 jamboree held in Boston.
- Helped create the team wiki website and the app (SBIder), utilizing HTML, CSS, jQuery, Bootstrap, Cytoscape.js and Angular.js.

Tutor	University of California San Diego	Fall 2013
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- Worked as a tutor at the Computer Science and Engineering department under Professor Christine Alvarado for an introductory computer science course taught in Java.
- Responsibilities included grading exams and assignments, and helping students by holding weekly lab hours and in-class tutoring.

EDUCATION

La Jolla, CA	University of California San Diego	Fall 2012 – June 2016
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- B.S. in Computer Science, June 2016. GPA: 3.4
- Undergraduate Coursework: Operating Systems; Databases; Data Structures and Algorithms; Programming Languages; Comp. Architecture; Big Data and Predictive Analysis.

ADDITIONAL EXPERIENCE

- **Web Developer, Undergraduate Bioinformatics Club at UCSD:** Created and maintained the club website ubic.ucsd.edu utilizing HTML, CSS, jQuery and a Twitter Bootstrap template (Fall 2014 – Fall 2016).
- **Organizations (on-campus):** Undergraduate Bioinformatics Club, Women in Computing, Computer Science and Engineering and Warren Association of Volunteer Enthusiasts.

Languages and Technologies

- Web Development: HTML, CSS, JavaScript, Twitter Bootstrap, MongoDB, node.js and Javascript libraries and frameworks such as meteor.js, jQuery and Express.js.
- Java (Proficient); C++, SQL, XML, Python, OCaml, Assembly (Prior Experience); Visual Studio; Eclipse.