

## 🎓 EDUCATION

### University of Washington - Seattle, Washington

June 2020

- GPA: 3.66/4.0 (Dean's List)
- Bachelor of Science in Informatics with a focus in Data Science, Human-Computer Interaction, and Information Architecture
- Minor in Mathematics
- Current coursework: Databases and Data Modeling, Research Methods in Data Science, Design Methods
- Past coursework: Computer Programming II, Matrix Algebra, Beginning Scientific Computing, Foundations of Data Science, Introductory Web Programming, Differential Equations, Client Side Development, Visual Information Design, Statistical Methods in Engineering and Science, Data Structures and Algorithms

## 🧰 EXPERIENCE

### Code and Cognition Lab, Undergraduate Researcher

June 2018 - Present

- Design and build research prototypes using ReactJS, plan studies, gather data, and prepare presentations

### Washington iGEM, Hardware / Software Lead Engineer, Web Dev Lead

February 2017 - Present

- Design and oversee a yearly hardware and software project that is made alongside a synthetic biology aspect of the project
- Develop the team website and iGEM Team Wiki (required for competition judging) using ReactJS

### Biomedical Image Computing Group, Undergraduate Researcher

January 2018 - June 2018

- Statistical/data analysis of MRI scans using Python, R, and C++
- Process MRI scans using in house software libraries
- Create neural network models in TinyCNN, MXNet, and Tensorflow

### Punahou School, Teacher Aide

June 2015 - July 2015

- Soldered underwater ROV controllers
- Helped middle school students build PVC ROVs and got them excited about robotics and engineering

## 📁 RECENT PROJECTS

### Koconut, Code and Cognition Lab

June 2018 - September 2018

- A web tutor that uses the Bayesian Knowledge Tracing algorithm to help users effectively learn programming concepts.
- Enzyme, Express, Firebase, Flow, JavaScript, Jest, Lodash, MaterialUI, React, React Router, Sass

### PSTutor, Code and Cognition Lab

June 2018 - July 2018

- A web tutor for problem solving process in the context of canvas drawings
- Firebase, JavaScript, Lodash, MaterialUI, React, React Router

### FRC Scouting App 2018

March 2018

- A web application that allows the Hawaii Robotics community to visualize their performance at the state championships.
- Bootstrap, D3js, Firebase, JavaScript, React, React Router

### Planet Trip Planner

February 2018 - March 2018

- A trip planner application that allows users to interactively create an itinerary and visualize their budget.
- Firebase, JavaScript, MaterialUI, React, React Router