

EDUCATION University of California, Santa Cruz

Bachelors of Science in Computer Science

September 2013 – June 2017

EXPERIENCE Software Engineering Intern

August 2015 - Present

Team SoloMid

Phalcon PHP, MySQL

- Created a web application using the MVC design pattern that analyzes 14,000+ League of Legends matches.
 - Allows the user to download the result of this analysis to be used in-game as item sets.
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PROJECTS Twitch.tv Chat Analysis

Python, Matplotlib, SQLite

- Ingested twitch.tv IRC chat into a SQLite database using Python.
- Graphed chat data with matplotlib to see peak chat activity in livestreams.

Distributed Chat System

Bloom language

- Implemented a fully distributed chat system with basic leader election.
- Currently working on partition management.

League of Legends Tribunal Analysis

CouchDB, MapReduce

- Scraped chat logs from the League of Legends website.
 - Used MapReduce to analyze game chat logs stored in JSON after first cleaning the raw data with Java.
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RELATED COURSES

Completed

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| -Algorithms and Abstract Data Types | -Social Data Analytics and Visualization |
| -Introduction to Networking | -Database Management Systems |
| -Computer Systems and Assembly | -Mobile Applications |

Fall 2015

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| -Computer Architecture | -Computational Models |
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SKILLS

Languages: Java, Python, PHP
Technologies: MySQL, Git, Bash

LEADERSHIP

- 6 years - American Youth Soccer Organization Referee for the under-12 age bracket