

Education

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University of California, San Diego

San Diego, CA

B.S. IN COMPUTER ENGINEERING

Sept 2020 - June 2024

• 3.9 GPA. Member of Honor Societies Tau Beta Pi (TBP) and IEEE - Eta Kappa Nu (HKN).

Work Experience _

UC San Diego Computer Science and Engineering Department

San Diego, CA

INSTRUCTIONAL ASSISTANT

SOFTWARE ENGINEER INTERN

Sept 2021 - Present

June 2022 - Sept 2022

June 2021 - Sept 2021

- Helped **360+ students** by grading exams, giving constructive feedback with programming assignments, and holding tutoring sessions outside of normal class time in a Data Structures and Algorithms class.
- Taught and reviewed concepts such as binary search trees, linked lists, stacks, heaps, priority queues, and hashmaps.
- Received 100% student approval rating across 120+ one-on-one sessions.

Qualcomm San Diego, CA

• Worked with 8 customers to develop 2 tools in C# and XAML which fully implement 5 new Qualcomm Snapdragon features.

- Created an application which renders all of a computer's cameras onto one screen simultaneously while designing novel facial detection and wide dynamic range post-processing algorithms with intuitive frontend UI, **boosting customer satisfaction across multiple international clients**.
- Optimized CPU multithreading and automated complex tasks through scripting, increasing product efficiency by over 50%.

Navlabs Laguna Niguel, CA

SOFTWARE ENGINEER INTERN

- Developed a **C++** executable that scans binary code from GPS simulators and converts it into data readable to other systems.
- Resulted in 200% increased productivity from company simulators. Executable currently used by company to parse GPS data.

Leadership & Activities _

IEEE - Eta Kappa Nu (HKN)

San Diego, CA

SOFTWARE DEVELOPER LEAD — GITHUB

May 2021 - Present

- Led a team of 6 software engineers on the development of a member portal used by 150+ HKN honor society members at UC San Diego.
- Developed a stateful **React.js** frontend displaying a role-specific website where officers can create events for members on a calendar.
- Designed a scalable PostgreSQL relational database holding event and member data while utilizing REST API for entity endpoints.
- Created an authentication flow using **Firebase** to store session tokens on the client, enabling exclusive member sign-in.

IEEE - Eta Kappa Nu (HKN)
San Diego, CA

Executive Board Officer — $\underline{\text{Website}}$

May 2021 - Present

- Organized and ran hackathons, ceremonies, and industry recruiting events for **hundreds of university students**.
- Streamlined new students inducting into the engineering honor society through conducting technical interviews.

FIRST Robotics Competition - Team 5199

San Juan Capistrano, CA

TEAM ENGINEER

Sept 2017 - June 2020

Learned and used Python and C++ through constructing a yearly team robot in a fast-paced environment. Achieved 1st out of 56 teams in the 2019 Los
Angeles Regionals and 1st out of 42 teams in the 2019 Ventura Regionals. Competed in the World Championships in 2019.

Projects

ForestShield

Wildfire Prevention Web Tool — $\underline{\mathsf{Hackathon}}$ Presentation & $\underline{\mathsf{Demonstration}}$

- Collaborated with 6 developers over 72 hours to create an early wildfire detection tool which shows real-time low-latency wildfire risk around individual sensors on a heatmap for first responders.
- Built an architecture which leverages IoT sensors, 5G, LoRaWAN, Python, React.js, and machine learning to send incoming sensor data to a ML model
 trained by existing forestfire datasets, creating an inference on wildfire severity around deployed sensors to display on the frontend.
- Achieved top 3 out of 150+ competitors in QHack2022, Qualcomm's annual 5G hackathon for interns.

Moment

University Events Mobile App — GITHUB & DOWNLOAD

- Co-founded and developed a **React Native mobile app** which scrapes social media data and parses them into events for students.
- Used the graph database management system **Neo4j** integrated in a **Golang** backend to create an event recommendation system.
- Currently has 600+ Android and iOS users. Gained funding through investors and currently adding new features based on customer feedback.

Technical Skills

Languages: Java, C, C++, C#, JavaScript, Typescript, Python, CSS, HTML, XML, XAML, Bash, PowerShell, Dart, SQL

DevOps: Docker, Heroku, Netlify, Firebase, CircleCI

Frameworks: GitHub, React (web and native), Express, Rest API, Node, PostgreSQL, Neo4j, Flutter, GDB/Valgrind, JUnit, Linux, TensorFlow

Techniques: Agile Software Process, Behavior-Driven Development, Design Patterns, Software Engineering Principles