

Education

University of California, San Diego

M.S. IN COMPUTER ENGINEERING (MACHINE LEARNING AND DATA SCIENCE)
B.S. IN COMPUTER ENGINEERING

San Diego, CA
Sept 2023 - June 2025
Sept 2020 - June 2023

- 3.8 GPA | Member of Honor Societies **Tau Beta Pi (TBP)** and **IEEE - Eta Kappa Nu (HKN)**
- Relevant Coursework: Advanced Data Structures and Algorithms, Machine Learning, Server Architecture, Web Development, Databases, Cryptography

Work Experience

Juni Learning

COMPUTER SCIENCE INSTRUCTOR

Remote, CA
June 2024 - Present

- Taught competitive programming classes for middle and high school students interested in competing at the USA Computing Olympiad (USACO).
- Received **100% positive feedback** from parents of students who were coached in private one-on-one tutoring sessions.

Tesla

SOFTWARE ENGINEER INTERN

Palo Alto, CA
Jan 2024 - April 2024

- Optimized Tesla’s vehicle diagnosis software, Toolbox, by improving **SQL** database queries and API endpoints which resulted in a **60% faster page load**.
- Created 14 new web pages using **React.js**, **Redux**, **Typescript**, and **C++** which allowed Service Engineers to execute vehicle commands in a secure terminal.
- Migrated 1 large, centralized service into 2 distributed microservices using **Docker** controlled by **Kubernetes**, which increased Tesla’s backend efficiency.
- Built a new **Golang** backend which syncs data from 10+ data sources into one centralized S3 bucket, resulting in **30% faster request speed** on Tesla’s APIs.

UC San Diego

MACHINE LEARNING RESEARCHER @ MOBILE SYSTEMS DESIGN LAB

San Diego, CA
Jan 2022 - Present

- Developed a **React Native** mobile app that enables patients to record themselves performing physical therapy exercises at home while being given real-time feedback using skeletonized models displayed on the phone using **OpenCV**, **Mediapipe**, **TensorFlow**, **Typescript**, and **C++**.
- Built a **Python** server which trains an exercise model by accepting a skeleton JSON via an API endpoint, executing k-means clustering, extracting top features, performing principal component analysis, creating a Gaussian mixture model, and pushing the calculated model weights to a **PostgreSQL** database.

TEACHING ASSISTANT

Sept 2021 - Mar 2023

- Helped **1,400+ 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, teaching **binary search trees**, **linked lists**, **stacks**, **heaps**, **priority queues**, and **hashmaps**.
- Received **100% student approval** rating across **200+ one-on-one sessions**.

Qualcomm

SOFTWARE ENGINEER INTERN

San Diego, CA
June 2023 - Sept 2023

- Optimized the processing of IP log packet processing in the 5G data layer using **C++** for upcoming computer chipsets, **lowering memory usage by 20%**.
- Improved CPU multithreading capabilities by establishing new locks and semaphores which handled race conditions and prevented new runtime crashes.

SOFTWARE ENGINEER INTERN

June 2022 - Sept 2022

- Worked with **8 customers** to develop **2 tools** using **C++**, **C#**, and **XAML** which fully implement and demonstrate **5 new Qualcomm Snapdragon features**.
- Achieved **3rd / 153 competitors** in Qualcomm’s annual 5G hackathon through creating Forestshield, an early wildfire detection tool for first responders.

Leadership & Activities

IEEE - Eta Kappa Nu (HKN)

SOFTWARE TECH LEAD & BOARD OFFICER — WEBSITE / GITHUB

San Diego, CA
May 2021 - June 2023

- Led a team of **9 software engineers** on the development of a member portal used by **1,000+ HKN honor society members** across UC San Diego.
- Organized and ran hackathons, ceremonies, and industry recruiting events for university students, student organizations, and companies.
- Streamlined new students inducting into the engineering honor society through conducting technical interviews.

Projects

Archiverse (600,000+ visits / month)

17TB MIIVERSE ARCHIVE — WEBSITE / GITHUB

- Created a complete archive of Miiverse, Nintendo’s discontinued social platform which had 8M+ users, 133M+ posts and 216M+ replies, totaling 17TB.
- Built the frontend using **React.js** and constructed the backend using **Express.js** and **SQL** with optimized binary tree indexes for millisecond-level searching.
- Cached server responses into the web browser using **Redux**, which resulted in **90% fewer API calls** due to the data not needing to be fetched again.

Where2Be (2,000+ users)

UNIVERSITY EVENTS MOBILE APP — WEBSITE / GITHUB

- Developed a **React Native** mobile app which scrapes data across Instagram, Facebook, and Discord and parses them into events for students to join.
- Built a **Fast API** backend written in **Python** integrated with a **Neo4j** database to create an event recommendation system based on student interests.
- Marketed the app to students across UC San Diego, UC Berkeley, USC, and the University of Illinois Urbana-Champaign, resulting in **2,000+ users**.

Technical Skills

- Languages:** JavaScript / TypeScript, Golang, SQL, C#, XAML, Java, Python, C, C++, HTML, CSS
- Frameworks:** Docker, Kubernetes, React.js, React Native, Next.js, Fast API, Node.js, Redux, Expo, Neo4j, OpenCV, TensorFlow
- Techniques:** Agile Software Process, Behavior-Driven Development, Design Patterns, Software Engineering Principles