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Education	University of California, Irvine Bachelor of Science in Information and Computer Science GPA: 3.59	June 2014
Skills	Programming Languages: Java, C++, C#, Python, SQL Proficient in: Eclipse IDE, Visual Studio, Android OS Knowledge of: HTML5, CSS, JavaScript	
Experience	Student Ambassador at Google University of California, Irvine	September 2013 – June 2014
	<ul style="list-style-type: none">• Organize, market, and manage Google events on campus.• Connect with administration, organizations, and students to promote Google apps for target issues.	
	Software Engineer Intern at IBM Silicon Valley Lab, CA	June 2013 – September 2013
	<ul style="list-style-type: none">• Developed DCW plug-in, which evaluates and converts the Oracle language to IBM's DB2 for z/OS.• Project involves Java, XML, ANTLR language tools, and regex to specify the conversion process.	
Projects	Mobile Application Developer at M2Catalyst Aliso Viejo, CA	June 2012 – September 2012
	<ul style="list-style-type: none">• Designed and developed the UI infrastructure for multiple mobile applications.• Implemented texting application back-end including SMS messaging, custom popup notifications, and custom text effects.	
	Undergraduate Research Opportunity Programs	June 2012 - Present
	<ul style="list-style-type: none">• Currently involved in two projects under the advisement of published University professors regarding swarm robotics and augmented reality.	
	Founder of Published Android Application "Learn UCI"	Spring 2012 & October 2012
	<ul style="list-style-type: none">• Worked with a team of four students to imagine, design, and program a mobile application.• Managed the development and design of the application's interface and user experience.• Features: custom augmented reality, custom GUI, and Google Maps integration.	
	UCI Mobile Application Showcase Event 1st Place Winner	Spring 2012
	<ul style="list-style-type: none">• Competed against small teams of undergraduate and graduate students to create a mobile application in which the only constraint was to use the Android Platform.• Collaborated with two other students in creating our project, the Autonomous Android Vehicle, over the course of six weeks.• Project totaled three applications and two robots featuring object recognition, object tracking, obstacle avoidance, accelerometer vehicle control, and Bluetooth connection.	