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| **EDUCATION** | | June 2020 | |
|  | * B. S. Computer Science * University of California, Irvine * GPA: 3.525 | |  |
| **LANGUAGES & TECHNOLOGIES** | | |  |
|  | * C++, Python, NodeJs, MongoDB with Mongoose, Express, HTML, CSS, Bootstrap * Comfortable with UNIX Terminal, Git, and VIM | |  |
| **PROJECTS** | | |  |
| **CalHacks 4.0,** University of California, Berkeley | | October 6 – 8, 2017 | |
|  | * Built a scrollable image gallery using hand gestures with leap motion sensor, NodeJs, ExpressJs, and mongoDBin the span of 36 hours. * Created the database with mongoDB, used NodeJs and ExpressJs for routing and webserver, and deployed it through Heroku. * Gained more experience with and using an unfamiliar technology and collaborating with another programmer | |  |
| **Yelp Camp,** Individual Project | | |  |
|  | * Builtawebsite for posting campgrounds with the MEAN stack to improve my skills in creating dynamic websites. * Implemented important website functionality like password hashing, sessions, and authorization using Passport.js. * Created the front-end with Bootstrap, HTML, and CSS. * Developed the webserver and routing with NodeJs and ExpressJs and connected it to mLab for the database. | |  |
| **Global Game Jam,** University of California, Irvine | | January 20 – 22, 2017 | |
|  | * Collaborated with four other random people to create a video game based on sound within 24-hour time constraint. * Created the user interface like the start menu, level selection, pause menu and implemented the transitions between the game levels. | |  |