

Education

University of California, Berkeley – Candidate for B.A., Computer Science
GPA: 3.7/4.0

Expected May 2019

- *Relevant Coursework:*

Structure & Interpretation of Computer Programs
Data Structures
Great Ideas in Computer Architecture
Discrete Mathematics & Probability Theory
Computer Security

Efficient Algorithms & Intractable Problems
Introduction to Artificial Intelligence
Designing Information Devices & Systems I
Introduction to Communication Networks

Armijo High School (Fairfield, CA)

Graduated June 2016

GPA: 4.0/4.0; SAT: 2330/2400; Class Rank: 1/559 (Valedictorian)

- *Activities:*
Math Club, Science Club, Academic Decathlon, National Honor Society, Wind Ensemble, Varsity Tennis
- International Baccalaureate Diploma Recipient

Experience

Ubiquitous Swarm Lab, UC Berkeley – Undergraduate Researcher

June – August 2017

- Developed virtual reality environments simulating robot swarms in Unity for user studies examining human-swarm interactions.
- Implemented flocking algorithms, Oculus Rift hardware integration, motion tracking, and data collection with scripting using C#.

Secondary Student Training Program, University of Iowa – Researcher, Adrian Elcock Lab

June – July 2015

- Compared the efficiencies of algorithms for Brownian dynamics simulations of folded proteins as part of the Department of Biochemistry in the Carver College of Medicine.
- Ran protein folding simulations on computer clusters using Linux and created macros for efficient data analysis using Visual Basic.

California State Summer School for Mathematics and Science, UC Davis – Research Assistant

July – August 2014

- Studied the effects of parameters in mathematical models on the wave propagation of electrical impulses through neuronal rings using R.

Activities

BERKE1337 – Internal Member & DeCal Facilitator

March 2018 – Present

- Organized CTF contests, socials, and student talks on the fundamentals of hacking and cybersecurity.
- Composed homework and organized guest speaker events for the Titans of Cybersecurity DeCal, a student-run course at UC Berkeley designed to teach tools and techniques for malware research and detection.

Virtual Reality at Berkeley – Unity Developer, ISAACS

September 2017 – Present

- Implemented Oculus Rift hardware integration and panoramic video streaming in Unity with scripting using C# on projects as part of the Immersive Semi-Autonomous Aerial Command System (ISAACS) team.

Honors

National Merit Scholarship, National Merit Scholarship Corporation

March 2016

- Awarded annually to about 2,500 high-achieving high school seniors.

Skills

Python, Java, C, C#, Visual Basic, R, Linux, Unity, Git, \LaTeX