

954-998-2888 @cornell.edu  
https://web.app/

## EDUCATION

### Cornell University

Aug 2020 - May 2024

Mechanical Engineering & Computer Science | Bachelor | College of Engineering

Ithaca, NY

Engineering Dean's List for two years, Rose House Scholar | GPA: 4.13 / 4.3

Related Courses: Object Oriented Programming (Java), Computer Organization (C), Artificial Intelligence (Python), Physics Electromagnetism, Thermodynamics, Dynamics, Mechanical Synthesis

## WORK & PROJECT EXPERIENCE

### Cornell Engineering Learning Initiative

Jan 2022 - Present

Tutor-on-Call

Ithaca, NY

- Assist peer students with understanding course concepts, six hours per week.
- Tutor students on Physics: Electromagnetism, Statics and Mechanics of Solids, and Multivariable Calculus.
- Helped over fifteen students and received overwhelmingly positive feedback.

### Cornell Hyperloop Project Team

Aug 2021 - Present

Mechanical member

Ithaca, NY

- Design, test, and build the braking system of the hyperloop train pod with a team of over 30.
- Optimize the inductional brake and frictional brake to build a safe, compact, and efficient braking system.
- Integrate the braking system into the overall design.

### Cornell Game Design Initiative

Feb 2021 - Jun 2021

Design Lead

Ithaca, NY

- Participated in the game design with seven other programmers and artists, and built a platformer game from scratch.
- Responsible for programming, character design, animation, and making overall design decisions.
- Focused on making animations smooth and efficient. Developed interpersonal skills and leadership abilities.

### Indie Game Design

Feb 2021 - Apr 2021

Independent Project

New York, NY

- Designed and programmed the puzzle adventure game *Seven Days* with the Unity game engine.
- Published the game on itch.io and received over four hundred downloads in the first two weeks.
- Make video tutorials about Unity tricks and have over 4,000 followers on tutorial sharing platforms.

## COMMUNITY INVOLVEMENT

### Ring of Steel Ithaca - Cornell Stage Combat Club

Sep 2020 - Present

Vice President

Ithaca, NY

- Learn and teach stage swords fighting; plan club events such as club fest, club social, performances and choreography.
- Craft swords and daggers for fun. Develop club website to show off choreography collections.

## SKILLS

- **Programming Languages:** Java, Python, Matlab, C#, JavaScript, Ocaml.
- **Design / Technical Skills:** CAD, laser cutting, 3D printing, web/app/game development, digital painting, video editing, 2D and 3D animations.
- **Other:** Mandarin Chinese, technical writing, Microsoft Office.