
INTERESTS

The full-time position in software engineering, specifically front-end development

EDUCATION

Texas A&M University, College Station, TX Fall 2020 – Present

- M.S. in Computer Science || GPA: 3.5/4.0

Texas A&M University, College Station, TX Fall 2016 – Spring 2020

- B.S. in Computer Science, Minor in Arts || GPA: 3.57/4.0
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EXPERIENCE

Web Application Developer || Lacewing Digital Library Fall 2020-Present

- Maintain and further develop the frontend and backend of Lacewing Digital Library website using C# ASP.NET, Cshtml, HTML, CSS, and Java Script.
- Initiated using the communication tools to effectively communicate between programmers to maintain the existing code by using Slack and Google Docs.

iOS App Developer || IDIS America Summer 2019

- Increased the efficiency for the engineers to save time for developing technologies of CCTVs by developing a prototype lightweight inventory management system using Swift, Python, and pymysql.

Teaching Assistant || Texas A&M University Spring 2021

- Assisted teaching students in undergraduate Computer and Network Security course.
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PROJECTS

DevHub Website Development Spring 2021

- Developed a prototype website for developers to allow them to post their current projects or recruitment in a safe, moderated environment.
- Created executable acceptance tests against our SaaS app to reduce the number of bugs by combining the Acceptance and Units tests with the Cucumber and RSpec tools.

2D Finite Element Method Simulation Fall 2020 – Spring 2021

- Developed a program to simulate 2D finite element method on obj files using C++ and OpenGL.
- Reduced rendering time of OpenGL by 15% to simulate the 2D finite element method by using the cute_headers library.

Autonomous Driving: Traffic Sign Detection Spring 2020

- Developed a program formatting traffic signs data in right categories and displaying the statistics of the data set using Python.
- Extracted datasets from the image classifier to reduce development time by writing a script using Python.

A5: The Augmented Atlas for Architecture and Landscape Architecture Abroad Fall 2019 – Spring 2020

- Developed a prototype gaming application requiring map API and training model on Unity Engine and an image classifier training model using TensorFlow.
 - Facilitated development environment to save storage of the local machine by using Jupyter Notebook as an environment to create an image classifier model.
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SKILLS

Language / Frameworks

- C++/C, C#, Cshtml, react, typescript, javascript, HTML, CSS, Node.js, python, MATLAB, Java, Swift, OpenGL, Ruby, GraphQL, TensorFlow

Technologies

- Linux/Unix, Git/Github, Slack, Visual Studio, Visual Studio Code, Xcode, Microsoft Offices, Agile, Jira, MySQL, pymysql