

Seeking **Software** position

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Education

University of California, Berkeley, Graduating Dec 2021 Computer Science BA & Astrophysics BA, GPA: 3.764 / 4.0

Coursework: Software Engineering, Computer Architecture, AI, Algorithms, Computer Security, Machine Structures, Data Structures, Informational Systems, ...

Skills

- 1. Languages: Python, C, JavaScript, Java, SQL, RISC-V assembly
- Technologies: Ruby on Rails framework, git, Flask, Heroku, NumPy, MatPlotLib
 Methodologies: Agile team development, Object-Oriented Programming (OOP), REST, Test-Driven Development (RSpec & Cucumber), Test automation, SaaS

Work

Amazon, Software Development Engineer Intern, 2021-6 - 2021-9

- 1. Mobile Shopping Foundation Core Services team. All mobile dev depends on us.
- 2. Building an automatic documentation generator for the internal code build pipeline.
- 3. Anticipated to serve thousands of internal customers working on the Amazon app.

- <u>Undergrad Student Instructor</u>, UC Berkeley 2020-8 2020-12 1. Taught Optical & Infrared Astronomy Lab to 20 junior & senior students for 8h / wk.
- 2. Gave tutorials on scientific computing tools & how to write clear, optimised code.
- 3. Held office hours, often answering questions about programming in Python.

Open-source Contributions & Projects

Reci.tech, Python / Flask Web app for the HackPSU Hackathon, 2021-3

- Conceived & built a web app to compare spoken and written sentiments in a line.
 Curated and led a team of 5 across 4 time-zones over 2 days to build the product.
- 3. Worked on the Python / Flask back-end, Bootstrap front-end, and deployed to Heroku.

<u>Snap!Con</u>, Ruby on Rails web app in an Agile team of 5, 2021-1 - 2021-5

- Open-source framework for programming education conferences. 600 attendees yearly.
- 2. Worked in an Agile team as a web developer, under the Ruby on Rails framework.
- 3. Won Best Project of the Semester, as selected by a panel of Y-Combinator alumni.

Secure File-sharing System on a Hostile Storage in Golang, 2020-11 - 2020-12

- 1. Designed & implemented an encrypted file sharing system in a team of 2.
- 2. Designed multi-user file-sharing & selective revocation into the service.
- 3. Used Golang & interfaced with cryptography & storage APIs.

Optimised Linear Algebra Module in C, 2020-4 - 2020-5

- 1. Implemented a C maths module for linear algebra.
- 2. Optimised it with various techniques like cache-blocking & loop-unrolling.
- 3. Achieved $\sim 7x$ performance for the matrix power operation.

Git-like Version Control System in Java, 2019-11 - 2019-12

- 1. Designed and implemented an Objected-Oriented architecture in Java.
- 2. Utilised Java built-in serialisation and I/O for git-like data persistence.
- 3. Implemented complex tree operations including branch and merge.

Research

Cell-based Galactic H-alpha/beta Line Radiative Transfer Simulation, 2019-5 - 2019-8

- 1. Cell-based Monte-Carlo numerical simulator of photon random walks in a galaxy.
- Expanded legacy simulator in C, data processing & visualisation in Python.
 Generated & processed ~15GB of photon data.