

EDUCATION

University of California, Los Angeles (Expected Graduation: June 2018)

B.S. Candidate in Computer Science

GPA: 3.446/4.0

Courses Include: *Algorithms, Database Systems, Computer Networks, Computer Graphics, Operating Systems, Digital Design Laboratory, Discrete Structures, Logic Design of Digital Systems, Software Construction Laboratory, Linear Algebra, Computer Organization/Systems Architecture*

Los Osos High School (Graduation: May 2014)

SAT Reasoning Test: 2260

GPA: 4.0/4.0 (unweighted)

EXPERIENCE

Northrop Grumman: Technical Intern (Software)

Summer 2017 – Present, Redondo Beach, CA

- Complete various programming projects for the C-RAM C2 team (Missile Defense Protective Services), including backend and GUI development for a graphics display configuration utility; experience in software integration
- Use KornShell, Swing (Java), Apex, Subversion, Linux (RHEL5, RHEL7)

Daily Bruin: Web Developer

Fall 2016 – Present, UCLA

- Work on the Print Archive project's front-end for the online section of UCLA's student newspaper
- Create static and dynamic web pages for Daily Bruin content, including coverage for the Spring Sing event

Cloud Raxak: Software Engineer Intern

Summer 2016, Los Gatos, CA

- Worked with a team on the Raxak Protect Windows product, which enrolls machines in the database, scans and remediates them automatically on schedule using a pull-server model, enabling outreach to the Windows market
- Implemented the Raxak Protect Windows Admin Panel and cloud security STIGs, e.g. DISA-Mission Critical Classified
- Used Python, Powershell, HTML/CSS, and Javascript

Daily Bruin: Graphics Reporter

Fall 2015 – Spring 2016, UCLA

- Designed infographics, graphs and diagrams for news articles in Adobe Illustrator
- Researched and created standalone graphics

PROJECTS

Spaceship Hoops

Winter 2017, UCLA

- Designed and implemented a first-person game where the player pilots a spaceship through hoops to increase the score count, while avoiding asteroids and picking up hearts for extra lives
- Used WebGL, HTML/CSS, Javascript

UCLA IEEE: OPS

Fall 2015 – Spring 2016, UCLA

- Completed hands-on, electrical engineering projects: circuit assembly/debugging, introduction to microcontrollers
- Final team project: made a PID-controlled rodent which navigated a mini Micromouse maze

SKILLS

Programming Languages

C++, C, Python, Javascript, Java, PHP (in order of proficiency)

Languages

English, Spanish, Chinese (spoken)

Technical Proficiencies

HTML/CSS, Photoshop, Illustrator, Linux, WebGL, Git/SVN, Swing, KornShell, Powershell, MySQL, Redis

AWARDS

- National Merit Scholar Finalist (2014)
- President's Volunteer Service Award - Bronze (2013)
- 1st Place Introduction to Business Communication – FBLA Inland Section (2012)

INTERESTS

ACM, Front-End Development, UI/UX, Digital Drawing and Painting, Musical Theatre, Swimming