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Email · Website · Github

Experience

Google, Software Engineering Intern.

June 2018 - September 2018

Will be working on data and infrastructure services for all Nest (Google) hardware products.

Yelp, Data Mining & Search Intern.

September 2017 - January 2018

- Optimized Yelp Business & User review search; worked with Yelp's Elastic Search instances and cluster distribution.
- Interfaced with Distributed Systems & Content Understanding teams to re-distribute over 100M+ reviews across.
- Recency of results improved by 40%. Search times reduced from 2 seconds to under 0.5s.

Mailchimp, Site Reliability Engineering Intern.

June 2017 - September 2017

- Built a realtime notification system for Mailchimp's deployment pipeline.
- Notifications captured shipment failures; errors captured across Travis-Cl, Docker & Github environments.
- Shipment failure frequency visualized on top of Mailchimp's Graphite clusters.
- Wrote a automation script for Mailchimp's user-data-extraction tools.

Gradfire, Co-Founder & Application Engineer.

June 2015 - August 2017

- Crowdsource students transcripts for effective higher-education course selection.
- 5K+ registered students & more than 3M+ visits.
- PySpark used for personalized course curation, ReactJS frontend, PSQL/Flask backend & middleware.
- · Joined the Citris Foundry Accelerator at Haas School of Business, UC Berkeley.

Bitglass, Security Engineering Intern.

June 2016 - September 2016

- · Contributed to a CASB (Cloud Access Security Broker) solution for all custom-developed Salesforce applications.
- Identified API footprints to effectively decrypt and encrypt client data.

CK-12 Foundation, Product Engineering Intern.

June 2010 - June 2014

- Developed an Android application to gamify their educational content.
- Built a suite of QA tools to simplify resource citations for content creators and authors.

Highlighted Projects

Wolfio, solve any math problem (arithmetic to multivariable calculus) via SMS.

• Twilio-Flask supported routes, 20 mathematical services built on top of Wolfram Cloud API.

Ballmetric, stream any play from the NBA, organized by player, shot type and distance.

• Ruby on Rails (app), PSQL (db), ReactJS (frontend) Ruby-resque catalogued private NBA streams, cached with Redis

Dojo, social content clustered by location & interest.

Objective-C & Swift for iOS, Django & React full web-stack, PHP backbone for API.

Shape Language, shape detection on Synaptics touch board (HackDavis winner).

Python captured touch gestures; OpenCV interprets coordinate datasets; SciKitLearn added for shape learning.

Education

- Bachelors of Science in Computer Science at the University of California, Davis expected to graduate 2018.
- Pursuing an Integrated Masters in Computer Science at the University of California, Davis TBD.
- Eagle Scout Rank of the Boy Scouts of America

Tools & Languages

 $Ruby \cdot Rails \cdot Resque \cdot Django/Flask \cdot React \cdot Backbone \cdot Node \cdot Webpack \cdot Babel \cdot TravisCL \cdot Jenkins \cdot Phan \cdot SQL \cdot PSQL \cdot mySQL \cdot PHP \cdot Phake/Hamcrest Java \cdot C/C++ \cdot Sketch \cdot Git \cdot Al \cdot AWS \cdot Jekyll \cdot Python \cdot Elastic Search$