Education

University of California Berkeley, Class of 2016 — Computer Science

GPA: 3.78 Academic Distinction Honors to date

Work Experience

Quality Assurance Engineer, Student Affairs Information Technologies

Berkeley, CA, Summer 2013-present

Performed QA testing on Google Web Toolkit applications developed for the Office of Undergraduate Admissions. Developed automated testing framework in JUnit with Selenium and wrote technical specifications in an Agile environment.

Intern, Department of Math, Stanford University

Stanford, CA, Fall 2011–Summer 2012

Developed graphical user interfaces for software designed to analyze "big data" and bioinformatics datasets. Worked with gene expression microarrays in the R statistical programming language.

Summer Programming Intern, Laboratory of Structural Biology Research,

National Institutes of Health

Bethesda, MD, Summer 2010

Lab research programming with Linux shell scripting and Python. Developed an extension for UCSF Chimera, a molecule visualization software.

Skills and Technologies

Languages: **Expert**: Python, C **Proficient**: Java, HTML/CSS, **Experienced**: R, bash scripting Skills: UI/frontend design, Adobe Creative Suite, Agile development, integration and unit testing, test automation, JUnit, Selenium, flask, XPath, Git Photo and video production, Branding and Identity design

Activities and Projects

Blue Tier, Innovative Design Club - Identity and branding design for off campus clients AngelHack Silicon Valley 2013 - Started BitSlayer, a libgdx Andriod/iOS action RPG BearHack 2013 - Made HowManyGiven, a web site for lexical analysis of other sites Webmaster, Research and Development at Berkeley - Developed and designed club website and currently manage online identity - rnd.berkeley.edu

AngelHack SF 2013 - Made pork, a text adventure game with natural language processing.

Notable Honors

2013 – Academic Distinction Honors to Date Intel Foundation Scholarship

2012 – National Merit Finalist
AP Scholar with Distinction









