*Education*

**University of California, Irvine**  Graduated June 2024

*Bachelor in Psychological Sciences, Minor in Information and Computer Sciences*

* Relevant Coursework:
  + Data Structures and Algorithm
  + Programming in C++
  + Requirements Analysis and Engineering
  + Project in Ubiquitous Computing

*Projects*

**Sorted Linked Lists | *C++***

* Incorporating key-value pairs to simulate a map interface using a double linked list.
* Implemented overloaded operators to enable interaction with the list data structure.
* Conducted thorough testing and debugging to ensure correct functionality.

**Hangman Game |** *C++*

* Implemented a cheating mechanism where the program strategically narrows down the possible words based on user guesses, maximizing the remaining word possibilities to increase difficulty for the user.
* Utilized classes and data structures such as arrays and lists to manage word lists efficiently, ensuring minimal memory usage.

**Web Development Project |** *HTML, CSS, Javascript, React*

* Developed a dynamic and responsive website using HTML, CSS, JavaScript, and the React framework.
* Integrated smooth, animated route transitions with framer-motion and utilized npm packages like react-toastify to create an interactive user experience with responsive feedback mechanisms such as toast notifications.
* Deployed and hosted the application on AWS S3, ensuring high availability and scalability.

*Technical Skills*

**Languages**: Proficient in Python, C++, HTML/CSS. Basic knowledge of Javascript and SQL

**Tools and Environment:** Git, Visual Studio Code

**Database Systems:** Familiar with MySQL and DBeaver

**Frameworks**: React