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OBJECTIVE

Provide value to a company that offers a fun yet challenging experience through teamwork & constant learning.

EDUCATION

2018 Spring • University of California, Santa Cruz
B.S., Computer Science

EXPERIENCE

- 2016 Cisco Systems, Software Engineering Summer Intern II • Technologies: Command Line, Python, Version Control
- Communicated with clients regarding defects with their Cisco products.
 - Pinpointing bugs by using Regular Expressions to determine exactly what defect we are dealing with.
 - Responsible for documenting new bugs identified in the field and recording them in a secure database for internal checks and cross-referencing of other related products that had similar symptoms.
- 2015 UC Santa Cruz, Hackathon • Technologies: ABBYY OCR, CSS, HTML5, JS
- Joined a team to build a web-based mobile app that can store and look-up menus for restaurants and food vendors.
 - Used OCR technology to extract text from photographed menus by users.
- 2015 Cisco Systems, Software Engineering Summer Intern I • Technologies: C, Command Line, Python, Version Control
- Supported a small team whose primary task was to port code from some of their older products to the latest.
 - Wrote several scripts to delegate tasks that needed to be accomplished, so once the task had been completed, it would automatically be sent to the designated manager via cronjob for approval and push the updates to the master branch.

PROJECTS

- 2018 Personal Project, AR-based Game • Technologies: Swift, ARKit
- In the process of designing a game for children built around AR technology.
 - The game will allow you to build your own “scavenger hunt” and then use the tools you are given (in the game) to find the object(s) in the world perimeter that the game master set.
 - Working with Apple’s ARKit and Swift.
- 2017/2018 Personal Project, Geo-Based iOS Application • Technologies: S3, Swift
- Building an app to help users discover events that are currently happening near their present location. If you’re new to a city or even visiting a new location, you can discover public events based on the user base.
 - Working with AWS (mostly S3) and Swift.
- 2017 UC Santa Cruz, School Parking Android Application • Technologies: Firebase, Git, Java
- Led a team of fellow students and came up with the idea to revamp the University’s parking system by letting its students use the app to check in and out of spots, even schedule spots based on what time and where their class was.
 - As the team leader, my time was spent on front-end tasks while project managing the other members working on the backend. This was a great leadership experience as it taught me communication and delegation skills.

TECHNOLOGIES

Operating Systems:	Linux Enterprise Server, UNIX, FreeBSD, Ubuntu, MacOS, Windows 10
Languages:	C, C++, Objective-C, Swift, Python, Java, JavaScript, HTML5, CSS3, MySQL, Assembly, Scheme, OCAML, Smalltalk, Command Line, WebGL
Applications/Frameworks:	AngularJS, Bash, Git/Version Control, Android Studio, Xcode, VirtualBox, Amazon Web Services, jQuery, d3
Software Development:	Agile Development Process