UC Berkeley - B.A. Computer Science - Minor Theatre and Performance Studies Graduation May 2018

Technical Skills

Ruby Java Python SQL C HTML JavaScript CSS RDBMS Prototyping Agile XP Rails Node.js MongoDB Game Design UI/UX Design Sound Design Lighting Design

Work Experience

Full Stack Engineer - Community Grows Summer 2017

- Worked in a team of 5 engineers to construct a board portal for the companies internal communications
- Refined and optimized legacy code
- Developed and implemented several new features for the site
- Adhered to Agile XP practices
- Conducted weekly meetings with our client
- · Gained experience with HTML, CSS, JavaScript and Ruby on Rails

Academic Intern - Computer Science 61a

- Helped to facilitate CS61a, one of the largest courses at UC Berkeley with 1000+ students and 300+ staff
- Worked with students at weekly office hours to help them fully understand material, finish up projects and complete problem sets

Personal Projects

POWER UP! Summer 2017

- A health and fitness web application with a comic book twist
- Built with Ruby on Rails, Haml, CoffeeScript and FitBit API

Film Point Average

Spring 2018

Spring 2017

- A site which aims to legitimize online audience film ratings
- Built with Ruby on Rails, Haml, CoffeeScript

College Project Highlights

Database Fall 2016

- Developed file management methods; dealt with fixed/variable length records, schemas, records, pages etc.
- Implemented join operators

Crypto K-V Datastore Spring 2017

- Implemented a cryptographically secure data store. Upholding Authenticity, Confidentiality and Integrity
- Used RSA, HMAC, CFB encryption etc.

Ray Tracer Spring 2018

 Implemented a fully functioning Ray tracer using BVH, Direct/indirect illumination, adaptive sampling etc.

Gitlet Spring 2015

 A striped down git version control program complete with commands, restores, branches and more!