

Education

- **The University of California, Los Angeles** Los Angeles, CA
B.S. Computer Science, Class of 2019 *Sept 2015 - present*
 - GPA: 3.89 (Dean's Honors List)
 - Coursework: Compiler, AI, OS, Network, Algorithm, Automata Theory, Programming Languages, Computer Architecture, Linux Software, Graphics;

Experience

- **Software Developer Intern at Symantec STAR Team** Los Angeles | Summer 2017
 - Ported legacy virus scanner engine to the new safe execution environment in C++.
 - Designed an automatic code converter using tokenizer to help the porting effort.
 - Wrote malware sample gathering and testing tools in Python.

Research & Projects

- **Programming Language Research under Prof. Todd Millstein** | C++/OCaml Fall 2017 - Present
 - Work on Data-Driven Precondition Inference Engine for C++ and OCaml.
 - Design test programs to validate and improve loop invariant inference algorithms.
- **Hymnia - Face Recognition Music App** | Frontend - ReactNative May 2017
 - Created music recommendation algorithm based on emotions detected from selfies.
 - Built a music player with React that stream songs from youtube.
- **GarbageMonGo - Android Game** | Backend - Python (Django) Sept 2016
 - Designed gamification verification mechanism combining GPS location with computer vision.
 - Integrated game data with Restful API and a reward system built upon CapitalOne API.
 - Winner of CapitalOne's Best API Prize
- **FitRPG** | Frontend - ReactJS, HTML, CSS May 2016
 - Wrote an online RPG that integrated realtime Fitbit stats to promote progress through fitness.
 - Designed and wrote the web client in ReactJS fully equipped with levels, shops and user stats.
- **Testing Tools for CS Class Projects** | C++, Bash Jan 2016 - Feb 2016
 - Built test tools for class projects that take in custom test cases and print out detailed error message.
 - Published on Github and used by dozens of fellow students.

Contests and Awards

- **Competitive Programming**
 - Placed 4 / 94 at 2016 ACM-ICPC Southern California Regionals
 - Bloomberg Codecon 2016 Global Finalist (Placed third at Regionals)

Activities

- **ICPC Committee Chair at UCLA ACM** Sept 2016 - Present
 - Organize and tutor weekly trainings; write problems and backend for school-wide coding challenge.

Skill Set

- Good At: C/C++, Javascript, Python
- Familiar With: Java, Scheme, OCaml, PHP, Prolog