

## EDUCATION

### UNIVERSITY OF CALIFORNIA, SANTA CRUZ

BS in Computer Engineering  
Concentration in Networks  
Graduated June 2015  
Jack Baskin School of Engineering

### UNIVERSITY OF COPENHAGEN

Semester Study Abroad  
Aug 2013 - Dec 2013 | Denmark  
Department of Computer Science

## SKILLS

### EMBEDDED SYSTEMS

IoT, Android, Unix/Linux, mobile,  
wireless, Wi-Fi, Bluetooth,  
microcontrollers, Raspberry Pi,  
webpages, web apps, databases,  
sensors & real-time monitoring

### SOFTWARE

Proficient  
C/C++, C#, Java, Python,  
HTML, CSS, JavaScript,  
MySQL, JIRA, git  
Familiar  
PHP, Shell

## COURSEWORK

### CORE COURSES

Microprocessor System Design  
Computer Systems & Assembly  
Data Structures  
Algorithms & Abstract Data Types  
Logic Design  
Computer Architecture  
Electronic Circuits  
Statics, Dynamics & Biomechanics

### NETWORK COURSES

Network Administration  
Network Programming  
Operating Systems

## EXPERIENCE

### Augmedix | Full Stack Engineer

Aug 2015 – Jan 2018 | San Francisco, CA

Technical lead for developing, testing, and debugging the Augmedix Android application on Google Glass and other Android devices, while also managing and developing end-user monitoring tools.

- Optimized wireless and roaming performance on the Android OS
- Prototyped new features and product specifications in **Java**, **JS**
- Managed and developed end-user monitoring tools with *Graphite*
- Built real-time dashboards that improved troubleshooting efficiency
- Developed a resource monitoring script (CPU utilization, heat) that led to a breakthrough in our app's performance

### Echelon Corporation | Software Engineer, Senior Design Project

Jan 2015 – May 2015 | UC Santa Cruz

**Project Info:** Internet-connected, self-checkout enabled shopping cart with various sensors capable of item and theft detection, indoor location tracking, and building automation features (e.g. location-based events).

- Industrial *Internet of Things* project sponsored by Echelon Corporation
- Worked with a team of 5 (computer engineers + electrical engineers)
- Developed **Python**, **C** software for M2M communication (BLE/WiFi)
- Developed webpages for monitoring data with **HTML**, **JS**, **PHP**, **SQL**

### Cisco Systems | Tech Support Intern

Jun 2014 – Jun 2015 | Santa Cruz, CA

- Implemented VPNs and other use-case scenarios on Cisco products
- Tested configurations on routers, switches, and wireless access points
- Published customer-facing content to the online support community

### Microcontroller System Design Project | Computer Engineer

Dec 2014 | UC Santa Cruz

**Project Info:** Connect-4 Game via Wi-Fi

- Built a cross-platform multiplayer game on a PSoC Microcontroller
- Interfaced an LED display and Wi-Fi Module to GPIO
- Developed **C** software for gameplay and UART communication

### Danish Academy of Digital Interactive Entertainment | Programmer

Sep 2013 – Dec 2013 | Copenhagen, Denmark

- Collaborated with a production team of 15 students
- Closely simulated a production in industry
- Exercised scrum and agile project development

### SYBO Games | Research and Development Intern

Oct 2013 – Nov 2013 | Copenhagen, Denmark

- Given work-in-progress-code and assets of a new game
- Accomplished **C#** programming tasks for the project (using Unity3D)
- Presented the tasks to the company