

## 01. Education

### UNIVERSITY OF CALIFORNIA, SAN DIEGO

Bachelor of Science in Computer Science | 2012 - present

Pursuing a Bachelor's degree in Computer Science with a 3.5 overall GPA and a 3.7 major GPA. Currently serving as Vice President of the Chess Club, Head TA for the Software Tools and Techniques Lab, and an Undergraduate Researcher at San Diego Supercomputer Center at UCSD.

## 02. Coursework

- Programming Languages, Computer Architecture, Operating systems
- C/C++, Assembly, Java for both software and Android applications
- Advanced Data Structures, Algorithms, Software Lab, Software Development
- Graduate level Theory of Computation
- Calculus, Discrete Mathematics for CS, Statistics, Linear Algebra

## 03. Skills & Abilities

- Java, C, C++, Python, HTML, CSS/Sass, JavaScript, OCaml, Haskell, Scala, Assembly, XML, Ruby, SQL
- Linux/Windows OS, BASH shell, Firebase, Eclipse, Sublime, Jenkins, TravisCI, Android Studio, VMware, Git/GitHub/Bitbucket, GIMP, Ruby on Rails, Google Cloud Platform, Amazon Web Services, and Heroku
- Strong problem-solving ability developed through design, execution, and analysis of technical projects
- Industry experience using both Agile software development methodology and DevOps
- Leadership and operational experience honed as Head Tutor of three CSE classes

## 04. Professional Experience

### UNDERGRADUATE RESEARCHER

San Diego Supercomputer Center | 6/2016 - present

- Created the streaming data architecture for environmental, drone and Twitter data coming into WIFIRE, a rapid wildfire prediction model, under the direction of Ilkay Altintas.
- Built new Kepler workflows for streaming data analytics using the WIFIRE architecture and the Spark MLlib machine learning library.

### HEAD TUTOR, SOFTWARE ENGINEERING

University of California, San Diego | 3/2016 - 6/2016

- Created and updated weekly technology labs which give many students their first interaction with continuous integration, virtual machines, Docker containers, Kubernetes, Firebase, and the Android Framework.
- Maintained course website using HTML, CSS, and JavaScript and managed server hosting course files.

### TUTOR, DATA STRUCTURES

University of California, San Diego | 1/2016 - 6/2016

- Debugged student code in Java, C++, and C. Helped students resolve errors within their assignments.
- Graded exams and assignments, providing feedback on style, accuracy, and logic of student programs.

### SOFTWARE INTEGRATION INTERN

Science Applications International Corporation | 6/2015 - 9/2015

- Using the Ruby on Rails framework, developed an internal CRM Tool to optimize proposal-tracking process for government contracts with a small intern team (2 others) corresponding with project manager in Alabama.
- Managed CentOS server remotely, set up continuous integration with Jenkins and GitLab.
- Authored a white-paper which includes functional requirements, user stories, test cases, and a scorecard for the evaluation of 3 Platform as a Service (PaaS) options.

### SYSTEM ARCHITECT, TEAM AWSM

CSE 110 at University of California, San Diego | 3/2015 - 6/2015

- Designed system architecture for the Punctual Android application, currently available on the Google Play Store as part of a quarter long class project
- Contributed heavily to the source code for the Android application and built our cloud-based background notification jobs using JavaScript.
- Created and edited documentation in the form of use cases, user stories, system requirements, screen sequence diagrams, and GitHub wiki documentation using the Agile methodology.