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OBJECTIVE

To work in an organization where I use my communication, teamwork, and programming skills to deliver value added results as well as further enhance my learning and develop my career in the field of software development.

SKILLS

C++, Octave, Python, JavaScript, ReactJS, HTML, Arduino

RELATED EXPERIENCE

<u>Zombie Dash video game</u> - coded in C++; objective of the game is to lead all citizen sprites to the exit without getting infected and killed by zombies. Utilized object-oriented programming concepts. <u>IDEA HACKS 2019 Semifinalist</u> - built an anti-theft device that prevents luggage theft; used accelerometer/gyroscope IC and HC-05 with a microcontroller.

<u>IEEE Capstone Project 2019</u> - built a remote-controlled car; the controller consisting mainly of an accelerometer/gyroscope that moves the car depending on how the user tilts the controller. Programmed bluetooth communication between two microcontrollers and used H-bridge to control direction and speed of the wheels.

PERSONAL PROJECTS

<u>Bill splitter app</u> - created a bill splitting app using JavaScript and React. Keeps track of and provides options to add/update how much money each person owes you.

<u>Calorie Tracking app</u> - created using vanilla JavaScript and styled using Bootstrap CSS. Users can add and delete meal items as well as update individual calorie values.

<u>Github User Finder</u> - created an application that fetches Github user info using vanilla JavaScript, HTML, and Github API.

<u>Email Spam Classifier</u> – implemented a support vector machine spam classifier in Octave; used email dataset from Spam Assassins public corpus.

EDUCATION AND AFFILIATIONS

B.S. COMPUTER SCIENCE AND ENGINEERING	IEEE UCLA STUDENT BRANCH	BOY SCOUTS OF AMERICA
(expected June 2022)	(September 2018 -)	(August 2011 - June 2018)
University of California, Los Angeles	Open Project Space program	Eagle scout rank, Patrol
GPA: 3.63		Leader, Instructor