

## OBJECTIVE

Full-time software development engineer position.

## EDUCATION

**University of California, Los Angeles**

*Graduating Spring 2016*

*Bachelor of Science in Computer Science*

### Relevant Coursework

Algorithms	Internet Service Scalability
Assembly	3D Real-Time Animation
Operating Systems	Virtual Reality Game Development
Databases	Logic & Digital Design
Formal Languages & Automata	Computer Graphics

## WORK EXPERIENCE

### Riot Games -- QA Technical Analyst Intern

*June 2014 - September 2014*

- ❖ Developed a user-friendly C# GUI that substantially enhanced testing efficiency by allowing non-engineer testers to run customized changes before submitting them to the common code.
- ❖ Wrote Python test scripts for an internal testing framework that verified every build from the CI pipeline.
- ❖ Collaborated with non-engineering teams and traditional QA testers to fix bugs and create tests from an engineering perspective.

### California Institute of Technology -- Research Assistant

*June 2012 - August 2012*

*June 2011 - August 2011*

- ❖ Managed data downloads from NASA weather database and used Matlab to analyze data to determine correlations between Deep Convection Clouds and tornadoes.

## PERSONAL PROJECTS

### LoL Decay (<http://www.loldecay.com>)

- ❖ Decay timer site for ranked players in the popular online game *League of Legends*. Fetches individual player data to determine time elapsed since last ranked game played. Written using Node JS.

### Weensy LolKing (<http://weensyLK.herokuapp.com>)

- ❖ League of Legends player rank lookup app. Written in Python using Flask framework.

## SCHOOL PROJECTS

### Spooky Boogie - CS188 Virtual Reality & Game Development

- ❖ Part of 4-person team creating an Oculus Rift-compatible game using Unreal Engine 4.

### Institute of Electrical and Electronics Engineers (IEEE) at UCLA

- ❖ NATCAR 2014 member. Wrote camera line-following algorithm for line-following robotic car.

## PROGRAMMING SKILLS

**Programming Languages:** Python, Javascript, C++, C#, C, Java, Ruby, Matlab

**Development Tools:** Git, Github, Jira, Travis-CI, Heroku, Unity3D, Unreal Engine, Perforce, Jenkins

**Web Development:** Node JS, Py Flask, Py Django, Semantic UI, Bootstrap, Ruby on Rails, Jade

## OTHER RELEVANT INFORMATION

- ❖ Employment eligibility: US Citizen | Native in English and fluent in Chinese