

EDUCATION

University of California, Berkeley

Computer Science

Berkeley, CA

May 2021

- Major GPA: 4.0; Cumulative GPA: 3.7
- Relevant Coursework: Discrete Mathematics and Probability Theory, Data Structures, Structure and Interpretation of Computer Programs, Linear Algebra and Differential Equations, Multivariable Calculus

TECH STACK

- General Languages: Java, C, C++, Python, SQL
- Web Development: HTML, CSS, SCSS, JavaScript, TypeScript, PHP, Node.js, AngularJS
- Machine Learning Libraries: KERAS, PyTorch, OpenAI, Scikit-learn, NumPy, Pandas
- Miscellaneous: Linux Shell Scripting, Git/GitHub, Travis CI, Jekyll

RELEVANT WORK EXPERIENCE

UC Berkeley Computational Approaches to Human Learning Lab

Software Developer

Berkeley, CA

Oct 2018 – Present

- Integral part of developing an artificially intelligent course recommendation system offered school-wide
- Migrate CSS to SASS, condensing over 2000 lines of redundant code
- Develop a feature tour API and implement over key tools of the site
- Integrate Material-UI, the most popular React UI framework, onto the site
- Trained on agile project methodologies and CI/CD

Kumon North America, Inc.

Tutor

Palos Verdes, CA

Jun 2016 – Jul 2017

- Tutored 50+ students in math, literature, and grammar
- Trained and supervised a team of 10 tutors
- Maintained business records and preformed business accountancy

Cabrillo Marine Aquarium

Researcher

San Pedro, CA

Sep 2015 – Mar 2017

- Designed an award-winning experiment testing the effects of temperature on phytoplankton during the chlorination process
- Used quantitative analysis to conclude that temperature has no effect on the chlorination process

The Boeing Company

Intern

El Segundo, CA

Jun 2016 – Aug 2016

- Led 3 interns in developing an Excel and VBA project which streamlined the sale of proprietary software
- Directed 15 IT interns in creating a database holding hundreds of interns' information
- Present to corporate executives, detailing software development and proprietary software status

PROJECTS

Talis Lux

- Developed a program that streamlines and simulates the complex gameplay of "Tales from the Loop" using HTML, CSS, JavaScript, the Electron API, and node.js

Fishing Tour

- Created NPM module using CSS and JavaScript to assist web clients in understanding complex web features
- Currently used in over 100 Node.js based websites

Scheme Text Editor

- Wrote a text editor for the Scheme programming language, written in Java with JavaFX and FXMisc libraries