

EDUCATION

B.S. Computer Engineering	University of California, San Diego	Fall 2012 – June 2016
GPA: 3.83		

- Relevant Coursework: Advanced Data Structures; Computer Organization and Systems Programming; Digital Systems Components and Design; Linear Systems Fundamentals

EXPERIENCE

Software Engineering Intern	San Diego Supercomputer Center	Winter 2015 – Present
WorDS Center		

- Utilizing Eclipse to build new Actor component for Kepler Scientific Workflow System
- Incorporating machine learning utilities such as binary classification into Actor component through Apache Spark MLlib

CSE Tutor: Data Structures	UCSD CSE Department	Spring 2015 – Present
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- Assisting students with challenging programming assignments in the CSE Lab and on Piazza
- Grade student assignments and provide them with timely feedback

ECE Tutor: IDEA Lab	UCSD ECE Department	Spring 2014
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- Provided guidance to ECE students on difficult homework problems and concepts
- Assisted students in preparing for quizzes and exams

Electrical Engineering Intern	San Francisco VA Medical Center	Summer 2013
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- Aided in troubleshooting various power and motor failures throughout the facility
- Coordinated between contractor and staff to ensure timely installation of new light fixtures in ICU

PROJECTS

Reddit Daily Deals Parser	Spring 2015
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- Utilized Python and Reddit API to parse online deals from a subreddit and allowed user to vote on the deals
- Used Python Tkinter library to display the deals and enabled the user to open them in their web browser

Data Structures Class Project: Huffman File Compressor	Winter 2015
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- Implemented a Huffman code file compressor and decompressor using C++
- Compressed files without data loss to between 30%-60% of the original size

Systems Programming Class Project: Unix ls Command Implementation	Fall 2014
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- Used C and SPARC Assembly to implement the Unix ls utility for listing files
- Parsed user options allowing for -l for long listing format as well as -a for displaying hidden files
- Utilized Git as well as C Standard libraries for file and directory I/O

Android App Development: Memory Match	Summer 2014
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- Designed and developed a memory matching game for Android using Eclipse
- Includes a timing and ranking feature to motivate user improvement
- Play Store Link: <https://play.google.com/store/apps/details?id=com.scfuturistics.memorymatch>

AWARDS AND ORGANIZATIONS

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| • Institute of Electrical and Electronics Engineers(IEEE), Active Member | Fall 2013 – Present |
| • Provost Honors, UCSD | Fall 2012 – Present |
| • Eagle Scout, Boy Scouts of America | Fall 2011 |

TECHNICAL SKILLS

- Languages: Java; Python; C/C++; SPARC Assembly
- Tools: Unix; Git; Eclipse
- Familiar with Android programming in Eclipse ADT