

## Experience

**Software Engineer Intern, [Uber](#)** 05/2019 – 08/2019

- Mobile engineer – Driver Progression team – spearheaded new rating/tipping screen on Android using a new mobile framework
- This new screen expected to increase tips globally by 8% in all Uber rides on rollout, reduce existing code by 70%
- Thoroughly documented the project and the use of the new mobile framework on Android in an RFC for future developers
- Backend project: helped migrate existing Python microservice to Golang to increase reliability and speed of requests

**Product Manager (prev. Android Developer), [Berkeley ASUC OCTO](#) | Berkeley Mobile** 09/2017 – Present

- Product manager of [Berkeley Mobile](#) – the official UC Berkeley campus resource mobile application
- Lead 15-person team meetings and sprints, ideation, features, and releases for mobile, backend, and special projects
- Previously part of core Android team: completely redesigned and replaced the BearMaps MVC framework to allow modular data and to future-proof application; improved ease of use for BearMaps, Dining Halls, and Libraries, while bringing crashes down

**Software Intern, [Cashbot.ai](#) / [Eyelevel.ai](#)** 06/2018 – 01/2019

- Responsible for creating a large portion of the fully-interactive web application using React, Redux, and node.js from scratch
- Refreshed old framework with a new ARc methodology, Bootstrap (HTML and CSS), and server-side-rendering for Redux with Express JS; new site is faster, cleaner, and more efficient with improved user experience

**Co-founder and CTO, Chargo** 07/2016 – 10/2017

- Started at the MIT Launch 2016 summer program, Chargo introduced a system of loanable portable chargers located in fast casual restaurants – successfully installed an MVP in two locations in Boston, MA
- Lead Developer – responsible for the product feature set, technical operations and coding the Android app

**UX/UI Designer, [Hindsight](#)** 11/2016 – 08/2017

- Designed the landing page and web layout – design is in use at [hindsight.io](#)
- Designed the entire iOS application (>100 screens) – design is currently in use on the iOS application

## Education

**University of California, Berkeley, B.S. EECS | Regents' and Chancellor's Scholar** 2017 – 2021 (Undergrad)

- Related coursework: Algorithms, Data Structures, Computer Architecture, Artificial Intelligence, Info Devices and Systems (EE & Physics), Multivariable Calculus, Linear Algebra, Web Design, Database Systems.
- Cumulative GPA: 3.6

## Independent Projects

- Won TRON's first prize at Berkeley's CalHacks 5.0 using IOT, backend + TRON's blockchain API, and mobile app technology
- Have 2 released Android apps while in high school / middle school – "Chargo" and "Fair Split" (~100 users) on Google Play Store
- Created a linear algebra parent-child-matrix based VR mind map with Unity and Oculus at CalHacks 4.0

## Tech Stack + Skills

- Languages:
  - **Proficient** in Android, React, Redux, Java, Python, HTML5, CSS3, JavaScript
  - **Familiar** with C, Node.js, Django, MySQL, Apache, Firebase, PHP, React Native, Scheme (Lisp)
- Comfortable with Justinmind, Android Studio, Logic Pro, Final Cut Pro, Adobe Lightroom, Unity, Adobe XD, Invision
- Experienced with Git, debugging, object-oriented and full-stack programming, and UI/UX projects with responsive layouts