

COMPUTER SCIENCE STUDENT AT UNIVERSITY OF CALIFORNIA IRVINE

EDUCATION

University of California Irvine | 2019 - current

Bachelor's of Computer Science Expected Graduation 2021

Mira Costa Community College | 2016 - 2019

AA for Computer Science

PROJECT EXPERIENCE

Brave New Catacombs 3D RPG | 2019 - 2020

Collaborated with a team as part of Video Game Development club to design the level and layout of a 3D RPG using Unity engine and C#. The team consisted of 3 programmers and 2 writers

Psyche 2020 - Current

Designed a 3D horror genre puzzle-based game with Unity engine

Virtual Museum Simulator | 2020

Created a virtual Museum environment with Unity
NanoNote | 2019 - 2020

Created a note-taking app with Android Studio, Java, and SQL

Micromouse UCI | 2020 - current

Engineered a maze-navigating robot with Arduino. The project involved PCB design, electrical engineering concepts, programming, problem solving, and team collaboration

TI Robotics System Learning Kit

Built a robot with curriculum emphasis on electrical systems, micro-controller interfacing, and software design

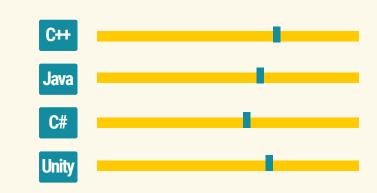
ACM ICPC International Collegiate Programming Competition

Competed with a team of programmers in an algorithmmic programming competition. participated 2017 and 2018

ABOUT ME

I excel in team collaboration, problem solving, and communication. My primary interests lie in video game development, mobile application development, and hardware projects. My goal is to utilize the skills I have developed as a programmer in an internship.

SKILLS



INTERESTS









HARDWARE

VGD

ART

RUNNING

RELEVANT COURSEWORK

CS / CSIT

Java I-II, Basic Data Structures and Algorithms, C++, C# and the .net Framework, Computer Architecture and Assembly, Fundamentals of Computer Security, Computer Networks

MATH

Calculus I-III, Linear Algebra, Differential Equations, Discrete Math, Statistics

WORK EXPERIENCE

In N Out Associate | 2016 - 2019

worked through 5 promotions as an associate