Education

Sep '21-Present Masters of Science, Computer Engineering, UC San Diego, GPA - 4.00.

Sep '18-Jun '21 Bachelor of Science, Computer Engineering, UC San Diego, GPA - 3.96.

Organizations Tau Beta Pi

Work Experience

Jul '21-Present LAUNCH Firmware Engineer, Western Digital

- Developed firmware for NVMe enterprise SSDs
- Experience with hardware debugging tools
- Developed software unit tests and hardware integration tests
- Created scripts that help speed up development processes

Projects

Mar '21-Jun '21 GrieVe | Software Systems and Design Course Project | Game Development

- GrieVe: 3v1 PvP top-down 2D/3D game where three hunters are tasked to kill a monster in a map.
- Responsible for implementing networking, physics, and gameplay
- Designed and implemented the communication interface for players and server
- o Demo: https://www.youtube.com/watch?v=qfZCpvR-f60

Oct '19-Jul '21 Brave New World | Undergraduate Research

- Currently analyzing web resources sent to the user (Javascript, Puppeteer, Chrome Extension)
- Examining the resources to discover potentially abusive behavior
- Measuring the amount of unwanted resources in the Alexa Top 1M websites

Jan '21-Mar '21 PrivTag | Embedded Systems Course Project

- PrivTag emits a BLE signal when dropped so that smartphones can identify the owner
- Implemented I2C protocol to communicate with accelerometer to detect drops
- Reduced power consumption by 90% to allow its battery to last up to a month
- Used SPI to communicate with BLE module

Jan '21-Mar '21 Raspbian OS Benchmark | OS Graduate Course Project

- Developed C micro-benchmark code to quantify Raspbian 32-bit OS performance
- Measured Raspbian Scheduling, OS Services, Memory, Networking, and File System

Mar '20-Jun '20 KIWI | Team Project | Deployment: https://kiwi-test-app.herokuapp.com/login

- o (Software Lead) Led 9 other developers on an Agile framework to develop a forum-based app
- KIWI is aimed towards companies by providing a private forums for remote collaboration
- Developed **Node.js** code that sanitized user input and retrieved data from **Firebase**.

Technical Skills

Programming C++, C, Python, Java, Javascript

Other Docker, Git, NVMe, Embedded Communication Protocols, VSCode, Linux

Coursework Software Engineering, Product Engineering, Operating Systems, Wireless Embedded Systems, Data Structures and Obj-Oriented Design, Algorithms and Systems Analysis, Software Tools and Techniques

Interests

- Software Engineering
- Embedded Systems
- Operating Systems
- Game Development & Gaming