

Education

Macaulay Honors College at Hunter College

B.A. Computer Science and B.A. Emerging Media | Dean's List 2018 – 2020

Expected May 2022

Cumulative GPA: 3.98/4.00

Relevant Courses: Data Structures and Algorithms, Computer Architecture, Calculus I/II, Discrete Math, Matrix Algebra, Game Design and Programming, Concepts in Gaming, Media Production, 3D Modelling and Animation

Skills

Technical: JavaScript (React, Redux, Node), Python 3.6 (matplotlib, spaCy), C++, HTML, CSS, NoSQL, C#, Processing (Java), Git

Software: Adobe Suite (Photoshop, XD, Illustrator, Premiere Pro), Unity, Aseprite, Microsoft Suite, Google Suite, Maya

Spoken Languages: Japanese (intermediate), Cantonese Chinese (conversational)

Projects

Lingering

Apr 2020 – May 2020

- A dialogue and choice-based narrative horror game exploring what it means to let go of the past
- Illustrated and integrated original pixel art assets for the game using **Unity2D** and **Aseprite**
- Received 9+ positive comments on the WebGL build on itch.io

Stockfolio

May 2020

- Developed a full-stack **React/Redux** web app that simulates the experience of buying stocks in real-time with the IEX API, utilizing **MongoDB**, **Express**, and **Node** to maintain a persistent database of users

Voter Hub

Jan 2020

- Co-programmed a full-stack **React/Redux** web app that allows users to look up their government representatives and participate in forum discussions in order to facilitate community interaction and educate users
- Built the app in a 4-person team over the span of 5 days to present to a selective bootcamp cohort of ~30
- Designed 20+ UI wireframes to communicate idea with group members and streamline coding process using **Adobe XD**

Experience

Cornell Tech | Remote at New York, NY

Natural Language Processing Game Research Intern

Jun 2020 – Aug 2020

- Analyzed and graphed a large dataset from a collaborative language interaction game made in **Unity3D** that takes typed instructions and transforms them into commands for in-game AI to interpret and follow using **Python's matplotlib and spaCy**
- Generated sentence embedding models using **sBERT** to measure linguistic semantic similarity for data that spanned 4 months

Holler | New York, NY

Software Engineering Intern

Jan 2020 – May 2020

- Developed a front-end **React/Redux** web application allowing integrators and 70+ Holler employees to interact with and improve all created content in order to allow for finer control and selection
- Designed and coded a **JavaScript** Slackbot to be used by all Holler employees in order to visualize and fine-tune new AI research
- Communicated daily with startup engineering and product teams through agile project management

Esports and Game Design Collective | New York, NY

Secretary

May 2020 – Present

- Transcribed staff meetings in order to keep an organized and well-archived record using **Google Suite**
- Organized, promoted, and led on and off-campus game-related events with 50-200 attendees with TESPAs standards

Emerging Media and Computer Science Manager

May 2019 – May 2020

- Coordinated between the Emerging Media/Game Design and Computer Science departments and the EGD Collective's 500+ members to facilitate clear communication about school, club, and local industry events
- Promoted interaction among 40+ fellows in the Game Studio Program and created a welcoming atmosphere for making games by researching new plans for club events, increasing cohort size by 20 in 1 year
- Mentored new students interested in emerging media, computer science, and game design for 2 hours per week

Activities

Fellow: Out in Tech, Facebook ABCS, Game Studio Program | **Resident:** CUNY 2X/Tech Talent Pipeline

Chapter Leader: TESPAs | **Volunteer:** Game Developers of Color Expo, MyFriendsPlaceNY