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EDUCATION

University of Michigan, Ann Arbor, MI   **December 2023**
Bachelor of Science in Engineering in Computer Science
GPA: 3.76/4.00

WORK EXPERIENCE

Bank of America   **Charlotte, NC**
Software Engineering Intern   June 2022 – August 2022
- Developed features on identifying customer needs and managed the loan underwriting process using the Salesforce platform and nCino banking operating system.
- Designed Apex classes, Apex triggers, and SOQL queries to implement business logic and functional requirements in the software application.
- Created pages on the Salesforce platform using the lightning component framework in JavaScript to facilitate analysis and subsequent decision making associated with the loan disbursal process.

Rakuten   **Tokyo, Japan**
Software Engineering Intern   May 2022 – June 2022
- Implemented features on listing hotel plans and applying discount coupons for local and global currencies in the supplier side travel website using React.js, TypeScript, and Redux.
- Enhanced aspects of user interface by increasing website functionality and efficiency, thereby improving usability scores and component performance by 4% based on in-house metrics.
- Designed unit and integration tests using the Jest and RTL framework while incorporating Gherkin test scenarios.
- Resolved an average of 2 bug tickets on a weekly basis, which were all deployed to the production repository.

Hiroshima University BMK Digital Cognitive Neuroscience Lab   **Tokyo, Japan**
Augmented Reality Development Intern   June 2021 – August 2021
- Developed augmented reality program that displays a filter of an EEG headset to demonstrate its ideal coordinate position on the user's face for optimal accuracy in reading data.
- Refined precision of the facial coordinates' display and performance of the filter's object tracking mechanism.

Daimler Trucks Asia – MFTBC   **Kanagawa, Japan**
e-Mobility Project Management Intern   May 2021 – August 2021
- Restructured and automated parts tracking database with over 1000 parts, enhancing tracking efficiency by 15%.
- Streamlined data reporting across 7 divisions, which improved information transparency and KPI visibility.
- Planned weekly meetings with a cross functional team of 20 members to improve communication, and developed project plans to mitigate potential delays, achieving an average of 110% of the monthly parts assembly goal.

RELEVANT PROJECT EXPERIENCE

University of Michigan Solar Car Team – Race Simulator
- Reviewed requirement analysis document, designed solution, and implemented codes in line with specifications to create a simulator that determines optimal speeds for a race car based on modelling and optimization algorithms.

SQL Clone
- Emulated in C++ a simplistic relational database, which has an interface that supports the fundamental SQL commands, while prioritizing efficiency.

Euchre Simulator
- Designed in C++ a simulator for a card game of Euchre with two types of player inputs: a computer-controlled player that uses one basic-strategy and a human-controlled player than can read in instructions.

Image Processing
- Created a program that uses the seaming carve algorithm to manipulate images without distorting them.

Solar Tracking System
- Implemented Arduino code in C++ for a light tracking rover under different testing environments such as a setup which simulated the motion of the sun rising and setting over two cycles.

TECHNICAL SKILLS

Skills: C++, React.js, TypeScript, Salesforce