

Education

University of California, San Diego
B.S. Computer Engineering

Expected Graduation: June 2018
GPA: 3.65

Experience

Cubic Transportation Systems | *Software Engineering Intern*

Jun – Sep 2016 | San Diego, CA

- Optimized software, debugged hardware portions of bus data tracker.
- Modularized software and made extensible via VM based dev environment.
- Used oscilloscope to improve system runtime efficiency by 10x.
- Used SPI/I2C protocol analyzer to improve data accuracy to > 99.9%.

Leidos Inc | *Technical Software Intern*

Jun – Aug 2016 | San Diego, CA

- Designed prototype of firmware update system for embedded ARM systems.
- Utilized proprietary TLS/SSL libraries on RTOS to secure over-the-air updates.

Triteia CubeSat | *Embedded Systems Specialist*

Oct 2015 – Jun 2016 | Students for the Exploration and Development of Space @ UCSD

- NASA initiative to design, construct, and send satellite into lunar orbit in 2018.
- Integrated ARM Cortex with sensors utilizing GPIO, SPI, I2C, UART protocols.

Projects & Activities

Eventory | *Project Manager*

Mar 2016 – Jun 2016 | CSE 110 class project

- Developed events aggregator that connects students to popular UCSD events.
- Led 10 person team through planning and production phases of development.
- Android platform, Firebase backend, implemented with MVC model.

Pill-osophy | *Team Lead*

Oct 2015 – Jun 2016 | ECE Design Competition

- Automated prescription information retrieval from medication containers.
- Utilized Tesseract in conjunction with OpenCV to process pictures of pills.

PeerMentor

Mar 2016

- Web app that facilitates exchange of skills and knowledge between peers.
- Emphasized human-centric design. Bootstrap front end, Node.js backend.

Skills (ordered by proficiency)

Languages | C++, C, Java, Sparc Assembly, HTML/CSS, Python, Javascript

Tools & etc. | Git, VMs, Ubuntu, oscilloscopes, I2C/SPI analysis, Android dev, vim