



Education

University of California, Berkeley

B.A. Computer Science | Cognitive Science Concentration

Coursework: Human-Computer Interaction | Web Technologies

Algorithms | Learning, Behavior & Memory | Computer Networks

Software Engineering | Front-End Development

Software Engineer Intern – Full Stack (Innovative Security Designs)June '14 – August '14
Tools: C++, CSS, Qt Creator, Qt Interface Designer, Wireshark

- Developed a desktop application to visualize & configure a network of security cameras via HTTP requests and data packet parsing
- Designed a flexible UI highlighting vital / pertinent information about each camera, with customizable displays based on user expertise; added new features for camera previews
- Coded a landing page to consolidate cameras of differing protocols for a uniform display

Connected Device / App Developer (UC Berkeley CS Dept.)

January '15 – May '15

Graduation: December '15

Tools: JavaScript, Balsamiq, Kinoma Prototyper, Google Maps API

- In a 5-person team, designed an "Internet of Things" responsive dog collar and companion app
- Employed wireframing, personas, contextual inquiry and usability studies to iteratively design and improve the app's interface based on user feedback and empirical data; prototyped in Balsamiq
- Wrote JavaScript app to pull hardware data and sync to Google Maps API to display dog's info

Front-End Developer (UC Berkeley Art History Dept.)

March '15 – August '15

Tools: Drupal, HTML, CSS, JavaScript, Chrome Developer Tools

- Collaborated with a multi-discipline team to develop a Drupal-based web catalogue for the art of 16th century Flemish painters Pieter & Jan Brueghel
- Conducted interviews with art historians, graphic designers, and members of academia to design visually effective interfaces to facilitate navigation of hundreds of various art pieces
- Used Drupal and Chrome Developer Tools to program via both Drupal GUI & manual file edits

Network-Level Work

Virtual Machine Firewall

Tools: Python, Oracle VM Virtualbox, Wireshark

- Implemented a firewall within a virtual machine to filter internet traffic via user's specifications
- Utilized Python's socket-level libraries to pull/examine packets, and generate/inject responses applying restrictions based on various protocols (IP address, DNS name, TCP vs UDP, etc.)

Additional Skills

JS Frameworks (React, some Angular) | Babel/ES6/ Webpack | Java (highly proficient)

Gulp | Node Package Manager | GitHub | Photoshop | Bootstrap